

## Aryan Mann

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## Work Experience

### Unity Technologies

San Francisco, CA

#### Tools Engineer, Digital Twins

October 2022 – Present

- Implemented (and provisioned network infrastructure for) an end-to-end solution to generate synthetic data on Google Cloud Platform (VMs, Storage, Logging) via a Python CLI.
- Prototyped and built an API service in Rust that produces GLB models at runtime of parameterized Houdini HDAs via the Houdini Engine C API. Deployed on cloud via dockerized containers.

#### Computer Vision Tools Engineer, Artificial Intelligence

June 2021 – October 2022

Led multiple tooling, feature, and process developments for a fast-moving Computer Vision team building a simulation-based synthetic data generation product inside the Artificial Intelligence org at Unity.

- ☆ Promoted to IC-05 in under 12 months! ☆
- Worked as lead engineer on three successful (i.e. increased model performance) “synthetic dataset projects” (\$500,000+) that required expertise in Unity, CV / ML, and project management.
- Spearheaded development of an internal library of randomization tools (such as variation of arbitrary shader properties, materials, post-processing effects) to support stronger domain randomization efforts across over 16 unique “synthetic dataset projects.”
- Gathered feedback and redesigned user interface for an internal tool that led to a 80% decline in support requests for the process supported by the tool.

### Amchem Products

New Delhi, India

#### Fullstack Engineer

July 2018 ~ August 2021

Developed three websites from the ground up using React & Jamstack SSG (static generation) tech. Including implementation of SEO, Google Analytics, and dashboards via Data Studio.

1. [amchemproducts.com](https://amchemproducts.com) – React, Next.js, Tailwind + Emotion (Repo on Request)
2. [drythane.com](https://drythane.com) – React, Gatsby, Tailwind + Emotion (Repo on Request)
3. [amshielddeck.com](https://amshielddeck.com) – React, Gatsby, Tailwind + Emotion (Repo on Request)

## Education

### Grinnell College

Grinnell, Iowa

Bachelor of Arts – Computer Science

August 2017 – May 2021

Relevant Courses: Algorithms & Data Structures, Web Dev in Ruby & Rails, Automata & Formal Languages, Computer Graphics, Programming Languages, Computer Architecture, Android Dev

## Personal Projects

- [1] [ourspac.es](https://ourspac.es) – Collection of spaces around San Francisco open to the public (Svelte, Tailwind, SSG)
- [2] [buzzr-coop](https://buzzr-coop) – Cooperative synchronized alarm for Android (Kotlin, Android)

## Internship Experience

### Unity Technologies

San Francisco, CA

#### Machine Learning Engineer Intern, Game Simulation

Summer 2018 and 2019

Unite conference Keynote that extends on my internship work: [youtu.be/gyqIZP\\_zLtU?t=3652](https://youtu.be/gyqIZP_zLtU?t=3652)

- ❖ Added foundational support to snapshot game state as time-series data for use in game analytics.
- ❖ Constructed bi-modal data to show correlations between gameplay mechanics and help improve three core game design mechanics by a top 10 mobile game development studio.