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**Work Experience**

**Unity Technologies** San Francisco, CA

Product Tools Engineer, Computer Vision June 2021 – Present

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 12 months! ☆
* Worked as lead engineer on three successful (i.e. increased model performance) “synthetic dataset projects” ($350,000+) 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 12 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.
* Oversaw planning, testing, publicization of three major releases of three Unity packages.
* Created org-wide efficiency by writing extensive onboarding documentation (viewed over 800 times internally since creation) and building project templates (used for over 10 internal dataset projects).

**Amchem Products** New Delhi, India

Fullstack EngineerJuly 2018 ~ August 2021

Developed three websites using React & Jamstack SSG (static generation) tech from the ground up.

1. [amchemproducts.com](https://amchemproducts.com) – React, Next.js, Tailwind + Emotion | [Github Repo](https://github.com/amchem-products/amchemproducts.com)
2. [drythane.com](https://drythane.com) – React, Gatsby, Tailwind + Emotion | [Github Repo](https://github.com/amchem-products/amchem-brand-websites)
3. [amshielddeck.com](https://amshielddeck.com) – React, Gatsby, Tailwind + Emotion | [Github Repo](https://github.com/amchem-products/amchem-brand-websites)

**Education**

**Grinnell College** Grinnell, Iowa

Bachelor of Arts – Computer Science (Major GPA: 3.8) August 2017 – May 2021

Relevant Courses: Algorithms & Data Structures, Web Development in Ruby & Rails, Automata & Formal Languages, Computer Graphics, Programming Languages, Computer Architecture, Evolutionary Algorithms, Mobile Software Development (Android)

**Internship Experience**

**Unity Technologies**  San Francisco, CA

Machine Learning Engineer Intern, Game Simulation Summer 2018 and 20 19

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

**Skills**

* Proficient: Javascript, React, C#, Typescript, Python, Web (HTML, CSS + frameworks), Git
* Comfortable: Ruby, scientific computing (pandas, numpy, notebooks), Bash & Unix shells