**Aryan Mann** [+1-909-533-8844](tel:+19095338844) • [aryan.21.mann@gmail.com](mailto:aryan.21.mann@gmail.com)

[github.com/aryan-mann](https://github.com/aryan-mann) • [aryanmann.com](https://aryanmann.com/) • [linkedin.com/in/aryanmann](https://www.linkedin.com/in/aryanmann)

**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 EngineerJuly 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://github.com/mia-le/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 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.