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Isaiah Mann

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WORK EXPERIENCE

Software Development Engineer, Amazon; Seattle, WA   **2017-Present**

Worked on Device Services and Operations team. Developed tools to support app development. Coordinated closely with teammates to iterate rapidly on code changes.

Games Engineering Intern, Nickelodeon Games; Glendale, CA   **Summer 2016**

Programmed an interactive media application using Unity and Xcode (iOS). Created data-driven behaviour modules. Implemented dynamically linking objects and properties. Participated in Scrum, pull requests, and used JIRA.

Lead Engineer, Fay Games; Amherst, MA   **2016-2017**

Developed JSON tunable variables, analytics, and in-app purchases. Maintained object-oriented codebase in Unity3D. Onboarded new engineers.

Game Programming Intern, Petricore Games; Worcester, MA   **Fall 2015**

Programmed an update for popular mobile game, *Mind the Arrow* in Unity 3D. Used Perforce version control. Practiced Kanban Agile methods.

Producer and Game Programmer, MassDiGI; Worcester, MA   **Summer 2015**

Managed team of programmers, artists, and audio designers. Regularly delivered builds using Xcode, TestFlight, and Unity 3D. Integrated an SDK to communicate with Bluetooth devices. Engineered complex user interface.

EDUCATION

Hampshire College, Amherst, MA, Bachelor of Arts, Computer Science & Game Dev, May, 2017

LEADERSHIP EXPERIENCE

Orientation Leader, Hampshire College; Amherst, MA   **2014-2016**

Introduced new students to Hampshire. Facilitated group discussion and team-building. Planned activities and lead group of students.

Search Committee, Hampshire College; Amherst, MA   **Winter 2015**

Served on a search committee to hire a Five College Visiting Assistant Professor of Art and Technology. Reviewed applications, interviewed, and met candidates.

Teaching Assistant, Hampshire College; Amherst, MA   **Fall 2015**

Helped introduce students to programming and game development. Held office hours and remained consistently available to assist students with their projects. Taught Unity 3D, C#, & GitHub.

Lead Programmer, Hampshire College; Amherst, MA   **Spring 2016**

Lead a team of seven programmers. Collaborated using GitHub and Unity. Practiced Kanban Agile methods via Trello. Communicated via Slack. Promoted an object oriented approach in Unity 3D.

Executive Director, GlowLime Games; Amherst, MA   **2015-2016**

Developed a for-education game development initiative in the Five Colleges. Built a diverse management team. Obtained funding and constructed the organizational structure. Engaged ~100 students.

SKILLS

Programming & Markup Languages

C#, JavaScript, Java, C, Objective-C, Python, Clojure, R, Ruby, HTML, CSS, Assembly, JSON, XML

Libraries, Frameworks & APIs

jQuery, Bootstrap, Angular, Ruby on Rails, Python Django, Mixpanel, 2D Toolkit, Google Maps API, HTML5 Canvas, Java EE