isaiahmann.com   linkedin.com/in/isaiahmann   # Isaiah Mann

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WORK EXPERIENCE

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.

Freelance Web Programmer; Amherst, MA   **2014-Present**

Communicated closely with clients. Worked on sites for internships, game
studios, and individuals. Built front end pages with interactive elements.

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; Professor of Art and Technology; 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; CS181; 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; CS327 Game Studio; 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, Objective-C, Python,
Clojure, R, Ruby, HTML, CSS, Assembly,
JSON, XML

Libraries, Frameworks, API's

jQuery, Bootstrap**,** Ruby on Rails, Python
Django, Mixpanel, 2D Toolkit, Google Maps
API, HTML5 Canvas, SOOMLA