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Isaiah Mann

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WORK EXPERIENCE

Software Engineer, true[X], Seattle, WA   **2018-Present**

Developed new ad capabilities. Built ad renderers for Connected TV devices.

Software Development Engineer, Amazon; Seattle, WA   **2017-2018**

Worked on Device Analytics and Services team. Developed client libraries for mobile devices. Implemented features and performed DevOps on live, distributed microservices. Built end-to-end automated testing solution.

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

Programmed interactive media application using Unity 3D and Xcode (iOS). Created data-driven behavior modules. Implemented dynamically linked objects and properties. Participated in Scrum, pull requests, and used JIRA.

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

Implemented analytics, in-app purchases, and JSON tunable variables. Maintained object-oriented codebase in Unity 3D. Onboarded engineers.

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

Programmed update for popular mobile game, *Mind the Arrow.*
Used Perforce version control. Practiced Kanban Agile development.

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

Managed programmers, artists, and audio designers. Delivered builds using Xcode, TestFlight, and Unity 3D. Integrated SDK to communicate with Bluetooth devices. Engineered core system and game-wide user interface.

EDUCATION

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

LEADERSHIP EXPERIENCE

Executive Director, GlowLime Games; Amherst, MA   **2015-2016**
Founded for-education game development initiative in the Five College Consortium. Built diverse management team. Obtained funding. Designed structure. Engaged over 100 students.

Lead Programmer, Hampshire College; Amherst, MA   **Spring 2016**
Lead seven programmers. Architected object-oriented codebase. Collaborated in GitHub and Unity 3D. Reviewed pull requests. Practiced Kanban Agile methods in Trello. Communicated on Slack.

Teaching Assistant, Hampshire College; Amherst, MA   **2015-2016**
Introduced students to programming and game development. Taught object-oriented programming, Unity 3D, C#, and GitHub. Held office hours. Remained available to assist students with projects.

Orientation Leader, Hampshire College; Amherst, MA   **2014-2016**
Introduced students to Hampshire. Planned orientation agenda. Facilitated discussions and team-building exercises.

Committee Member, Hampshire College; Amherst, MA   **Winter 2015**
One of two students to serve on search committee. Reviewed applications, interviewed, and met candidates. Hired Five College Visiting Assistant Professor of Art and Technology.

Programming Languages	**Libraries / Frameworks / APIs**
Java, C#, Python, Objective-C, JavaScript, Ruby, C, Clojure, R, Assembly	jQuery, Bootstrap, Angular, Ruby on Rails, Python Django, PyTest, Java EE, Mockito