

Isaiah Mann

Software Engineer

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SKILLS

Programming Languages

javascript | python | objective-c | java |
c# | swift | bash | ruby | c | clojure | r |
assembly

Libraries + Frameworks

node.js | react | angular | jquery |
bootstrap | ruby on rails |
python django | jest | pytest | mockito |
ocmock | unity | phaser

Software Tools

git | aws | azure | heroku | npm |
poetry | pipenv | cocoapods | make |
travis ci | jenkins | ngrok

WORK EXPERIENCE

Senior Software Engineer II at Committee for Children June 2022- Current

Built interactive lesson players. Maintained CI/CD pipelines.

Senior Software Engineer at Infillion June 2021- May 2022

Coordinated with partner companies to integrate company's SDKs. Built automated monitoring solution.

Software Engineer II at Qualtrics October 2019- June 2021

Maintained end-to-end testing framework and infrastructure. Developed tooling for effective software testing. Leveraged containerized and distributed solutions.

Software Engineer at true[X] September 2018- October 2019

Built ad renderers for Android TV, tvOS, and Roku devices. Spearheaded industry-first Multi-Device capability. Improved team's development workflow via continuous integration

Software Development Engineer at Amazon July 2017- September 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 at Nickelodeon June 2016- August 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 at Fay Games January 2016- May 2017

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

Producer and Game Programmer at MassDiGI May 2015- August 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

Bachelor's Degree Computer Science at Hampshire College
2013 - 2017