

# Isaiah Mann

## Software Engineer

<https://isaiahmann.com> [isaiahbmann@gmail.com](mailto:isaiahbmann@gmail.com) [\(802\) 343-5254](tel:(802)343-5254)

[in isaiahmann](#) [imann24](#)

### SKILLS

---

#### Programming Languages

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

#### Libraries + Frameworks

node.js | react | redux | next.js |  
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