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# Dane Sherman

Experienced programmer of training simulations, educational games, and research tools

## Skills

Daily

Unity, Unreal Engine, C#, C++, Git

Sometimes

JavaScript (React.js, D3), Python, Java

## Experience

Oct 2022 – Present

**MID-LEVEL UNREAL DEVELOPER** – Integration Innovation Inc. (Huntsville, AL)

Leading development on a team of 6 working to build out a newly funded training simulation in Unreal Engine. Directing our technical strategy and maintaining documentation to ensure all developers are working effectively towards project goals.

Jun 2021 – Oct 2022

**ENTRY-LEVEL UNITY DEVELOPER** – Integration Innovation Inc. (Huntsville, AL)

In one year, brought an established training simulation that was months behind schedule to feature complete with time for further updates and optimization. Led the prototyping and development of our user-facing scenario editing tools where I was able to use techniques in JSON serialization, design patterns, class reflection, data binding, and more.

Oct 2019 – May 2021

**STUDENT DEVELOPER** – MAGIC Spell Studios (Rochester, NY)

Collaborated with the URM Stroke Center on a game to aid in stroke research and rehabilitation using Unity, C#, and Python. I helped the researchers to collect data by creating a video game controlled by patient's EMG muscle activations.

May 2019 – Aug 2019

**SOFTWARE ENGINEERING INTERN** – Discovery Machine Inc. (Williamsport, PA)

Working under a senior developer, programmed an Android App using Unity, C#, and Java to control an external flight simulator (P3D) through various APIs.

## Education

May 2021

**BACHELOR OF SCIENCE** – Rochester Institute of Technology (Rochester, NY)

Major in Game Design & Development and Major in Psychology

GPA: 3.81

GAME DEV CLUB (PRESIDENT) | PROGRAM AMBASSADOR | PSYCH CLUB | ROC GAME DEV

## Published Work

Play Store

**ATOM** – Personal Project ([Demo Video](#))

Educational simulation of the Bohr atomic model using Unity and C# utilizing flocking algorithms for real-time particle configuration and interaction.

Steam

**THE ITCH** – Personal Project ([Steam](#))

2D pixel platformer made with Unity and C# utilizing custom 2D physics for climbing curved or ramped surfaces, one way platforms, and climbing ladders.