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Dane **Sherman**

EXPERIENCE

Jun 2021 – Present

UNITY DEVELOPER – Integration Innovation Inc. (Huntsville, AL)
- Worked closely with the design team to implement UI systems in Unity based on design comps that support user workflows and interactions.
- Developing training simulations using Unity / C# based on training manuals and real-world devices to create realistic and engaging exercises.
- Participated in daily scrum meetings, sprint planning, and documentation.

Oct 2019 – May 2021

STUDENT DEVELOPER – MAGIC Spell Studios (Rochester, NY)
- Worked with university researchers to develop software to record EMG (muscle activation) signals and transform that data into video game controls.
- Implemented multithreaded data processing for real-time smoothing and calibration of EMG muscle activation data.
- Combining game development and stroke rehabilitation research to the design of rehab games using Unity, C#, and Python.

May 2019 – Aug 2019

SOFTWARE ENGINEERING INTERN – Discovery Machine Inc. (Williamsport, PA)
- Programmed instructor UI & controls in Unity / C#, extended to Java intermediate API, to control external flight simulator (P3D).
- Developed a 3D virtual map for instructors to track aircraft in the simulation, including touch control panning, zooming, and rotation along any axis.

PROJECTS

Sep 2019 – June 2021

ATOM – Personal Project (Play Store)
- Developed an educational simulation of the Bohr atomic model using Unity and C# with real-time particle configuration and interaction.
- Applied flocking algorithms and recursive methods to create fun, flowing, and physically accurate particle movement.

Jul 2018 – Sep 2019

THE ITCH – Personal Project (Steam)
- Worked with a musician and publisher to create & release a 2D platformer.
- Constructed a custom 2D physics system with Unity / C# for dynamic climbing on curved surfaces and smooth surface interactions

EDUCATION

May 2021

BACHELOR OF SCIENCE – Rochester Institute of Technology (Rochester, NY)
Game Design & Development (major)
Psychology (major)   GPA: 3.81
GAME DEV CLUB (PRESIDENT) | PROGRAM AMBASSADOR | PSYC CLUB | ROC GAME DEV

SKILLS

Programming
Graphics
Data Analysis

Unity, C#, JavaScript, Python, Java, C++, Git
Illustrator, Photoshop, Maya, Pyxel Edit
D3, JMP, SPSS, LSL, ArcGIS, MATLAB