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# Dane Sherman

## EXPERIENCE

Oct 2022 – Present

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

- Developing core systems for a newly funded project which aims to expand the capabilities of the training simulation I've worked on for the past year.
- Participating in daily scrum meetings, sprint planning, and documentation.

Jun 2021 – Oct 2022

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

- Took a 4-year-old training simulation from months behind on requirements to working on extra features within a year.
- Worked closely with the design team to implement UI systems in Unity based on design comps that support user workflows and interactions.
- Prototyped and built out our user-facing scenario editing tools, including JSON serialization, undo/redo capabilities, data binding, and more.

Oct 2019 – May 2021

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

- Combined game development and stroke research into the design of rehabilitation games using Unity, C#, and Python.
- Implemented multithreaded data processing for real-time smoothing and calibration of EMG muscle activation data.

May 2019 – Aug 2019

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

- Helped program an Android App using Unity to control an external flight simulator (P3D) via a Java intermediate that I also helped maintain.

## PROJECTS

Sep 2019 – June 2021

**ATOM** – Personal Project ([Play Store](#))

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

Jul 2018 – Sep 2019

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

- A 2D pixel platformer made with Unity / C# based on experiments I'd done with custom 2D physics for climbing curved and ramped surfaces.
- Worked with a musician and publisher to create & release on steam!

## 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

JMP, SPSS, LSL, ArcGIS, MATLAB, D3.js