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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)

Lead developer on a team of 6 working on a newly funded training simulation in Unreal Engine and C++. Some additional work in Unity and C#

Jun 2021 – Oct 2022

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

Took a training simulation 4 years into development from months behind on requirements to working on extra features within a year. My largest responsibility was to prototype and build out our user-facing scenario editing tools where I was able to use techniques in JSON serialization, command pattern undo/redo, class reflection, data binding, and more.

Oct 2019 – May 2021

STUDENT DEVELOPER – MAGIC Spell Studios (Rochester, NY)

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

May 2019 – Aug 2019

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

Summer internship where I worked under a senior dev to program an Android App using Unity. The app controlled an external flight simulator (P3D) via a Java intermediate.

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 / C# based on experiments I'd done with custom 2D physics for climbing curved and ramped surfaces.