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# Dane Sherman

## EXPERIENCE

Jun 2019 – 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 the user workflow and interactions.
- Developing training simulations using Unity / C# based on training manuals and real-world interactions 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 for recording EMG data 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, HTML & CSS, C++, Git  
Illustrator, Photoshop, Maya, Pyxel Edit  
D3, JMP, SPSS, LSL, ArcGIS, MATLAB