Dane **Sherman**

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Game Developer with experience working on AAA titles, educational simulations, and research tools.

Skills

Unreal Engine, C++, Unity, C#, Git, Perforce, UI, Psychology, Test Automation

Experience

Quality Designer II

Dec 2024 – June 2025 | Kirkland, WA | Cliffhanger Games – Electronic Arts.
Worked with the Quality Verification team to define our automated testing strategy aimed at reducing manual testing efforts while expanding test coverage. I authored tests within the Unreal Engine automation framework and documented best practices to promote shift-left testing workflows across the development team and drive our automated testing process.

Mid-Level Developer

Oct 2022 – Nov 2024 | Huntsville, AL | Integration Innovation Inc.
Transitioned into lead developer position on a team of 6 to build out a newly funded training simulation in Unreal Engine based on the success of our previous work. I directed our technical strategy to ensure all developers were working effectively towards project goals in addition to my own responsibilities building out the aircraft controls.

Built out internal tools and libraries to integrate our new Unreal products with the company internal API's and tech stack.

Entry-Level Unity Developer

Jun 2021 – Oct 2022 | Huntsville, AL | Integration Innovation Inc.
In one year, I brought a training simulation from behind schedule to feature complete with time for polish. I utilized techniques in class reflection, JSON serialization, and data binding to build out our in-game scenario editing toolset that enabled instructors to create and modify their own missions within the simulation.

Student Developer

Oct 2019 – May 2021 | Rochester, NY | MAGIC Spell Studios
Collaborated with researchers at the University of Rochester Stroke Center to create a video game would help them collect patient EMG muscle activation data. I created a game using Unity, C#, and Python to process, smooth, and visualize incoming data and then worked with the researchers to iterate on game mechanics that would give them the clearest results.

Education

Bachelor of Science – Game Design & Development and Psychology

Rochester Institute of Technology | Rochester, NY | Aug 2017 – May 2021 | GPA: 3.81
President of Game Developers Club, Program Ambassador, Psych Club, Roc Game Dev

Published Work

Atom

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

The Itch

2D pixel platformer made with Unity and C# utilizing custom 2D physics. The Itch on Steam