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# Dane Sherman

## Skills

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

## Experience

Dec 2024 – Present

### QUALITY DESIGNER II

Cliffhanger Games – Electronic Arts. (Kirkland, WA)

Worked with the Quality Verification team to define our automated testing strategy while developing and maintaining automated test suites to ensure core functionality and reduce repetitive manual testing efforts. I documented testing methodologies and workflows to promote shift-left testing best practices across the development team.

Oct 2022 – Nov 2024

### MID-LEVEL DEVELOPER

Integration Innovation Inc. (Huntsville, AL)

Leading development on a team of 6 working to build out a newly funded training simulation in Unreal Engine. Directing our technical strategy and maintaining documentation to ensure all developers are working effectively towards project goals.

Jun 2021 – Oct 2022

### ENTRY-LEVEL UNITY DEVELOPER

Integration Innovation Inc. (Huntsville, AL)

In one year, I brought a training simulation from behind schedule to feature complete with time for polish. I led the development of our scenario editing tools using techniques in class reflection, JSON serialization, and data binding to build a 3D editor for our instructors.

Oct 2019 – May 2021

### STUDENT DEVELOPER

MAGIC Spell Studios (Rochester, NY)

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

## 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

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](#))

Steam

### THE ITCH

2D pixel platformer made with Unity and C# utilizing custom 2D physics ([The Itch on Steam](#))