

Mathew Sherry

Senior Software Engineer - Games

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Expert software engineer and game developer with 11 years of experience and a strong foundation in computer science, skilled in developing games and software for innovative industries. Proficient in C#, Rust, C/C++, and shader development, with a solid understanding of game design and development.

Experience

Senior Software Engineer

DraftKings - *Online Casino Games*

2023 Mar. — Present Remote

- Developed several online casino games in Unity and an in-house engine. Performed agile development in a self-driven and collaborative environment.
- Onboarded and mentored new engineers.
- Worked as the primary source of knowledge on graphics rendering and WebGL development.
- C#, TypeScript, Unity, Python, JavaScript, and GLSL.

Game Programmer

Serenity Forge - *Doki Doki Literature Club Plus!, Lisa: Definitive Edition*

2020 Nov. — 2023 Feb. Remote

- Programmed and designed major aspects of Doki Doki Literature Club Plus! and Lisa: Definitive Edition. Heavily focused on user interaction and user experience as well as game design, graphics rendering, and optimization.
- Worked with autonomy to lead and support collaborative development with third-party engineering teams.
- C#, Unity, Python, HLSL, E2E Testing, and Ruby.

VR Robotics Engineer

JOANNEUM Robotics - *Digital Robotic Twins VR/AR Game Exhibit*

2019 Oct. — 2020 Mar. Klagenfurt, Austria

- Developed an interface between Unity and ROS for VR and AR robotics focused on human-robot collaborative experiences.
- C#, Unity, ROS, and Docker.

Game Lab Instructor

Alpen Adria Universität - *Game Design and Development Classes*

2019 Mar. — 2020 Jan. Klagenfurt, Austria

- Taught game development lectures and workshops for university-level students.
- Unity, C#, Photoshop, Blender, Shaders, and Rendering.

Software Automation Engineer II

HighRes Biosolutions - *Robotics Automation*

2016 Aug. — 2018 Aug. Beverly, MA

- Developed and improved several device control interfaces for liquid handling and automation of robotic arms for medical devices and research.
- Developed controller software for a piano-playing robotic arm as a showroom piece.
- IoT Devices, C#, Visual Basic, Java, and several proprietary languages.

Lead Web Developer

CITeR - *Affiliate Webpages, Fingerprint Marking Software*

2013 Feb. — 2016 Aug. Potsdam, NY

- Created fingerprint marking software and affiliate web pages.
- JavaScript, PHP, HTML, CSS, and AWS.

Objective

Seeking to advance my skills and build a strong career with a company that values innovation and creativity.

Education

Alpen Adria Universität

2018 - 2021 Klagenfurt, Austria

Master's studies in Game Studies and Engineering

Clarkson University

2012 - 2016 Potsdam, ME

B.Sc. in Computer Science and Digital Arts (Double Major)

Technical Expertise

C#	<div></div>
GLSL + HLSL	<div></div>
Rust	<div></div>
C/C++	<div></div>
WebGL	<div></div>
TypeScript	<div></div>
Python	<div></div>
Ruby	<div></div>

Skills/Exposure

• JavaScript • AWS • HTML/CSS • SQL • PHP

Methodology/Approach

• Lean • Agile • Design Thinking • Test-Driven Development • Pair Programming • E2E Testing • CI / CD

Tools

• GitHub • Unity • Godot • Slack • Blender • ROS • Docker • Git

Languages

French

(Limited working proficiency)