

Alex Sherman

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Experience

Human Head Studios, Madison, WI

Developer May 2017 -- Current

- Develop games, netcode and infrastructure (C# and Unity)
- Focus on architecture and networking (C#, Lidgren, PSQL)

University of Wisconsin Madison, Madison, WI

Researcher October 2011 -- May 2017

- Develop software that efficiently utilizes multiple network interfaces (C/C++)
- Deploy WiFi on vehicles such as city buses, ambulances and police cars
- Develop infrastructure to configure and monitor deployments (Fullstack/Python, MySQL)
- Design algorithms to allow vehicles to effectively leverage city wide mesh networks

Skills

Software: Windows, Linux, Visual Studio, Eclipse

Languages: C#, Python, C, C++, Java, JavaScript, HLSL, GLSL, HTML, CSS, MySQL, PSQL

Education

University of Wisconsin–Madison

B.S. Computer Engineering and B.S. Computer Science, May 2013

M.S. Computer Engineering, May 2017

Academic Projects (Graduate)

MRPC: A networking protocol designed for IoT and mesh networking protocols with full libraries for Python, ESP8266 (C/C++), and Android (Java)

DECO: A Python library that simplifies parallel programming using decorators

EDSM: A framework for distributed shared memory application development (C++)

Coursework

Artificial Intelligence, Algorithms, Advanced Computer Architecture, Computer Networking, Advanced Operating Systems, Graduate Programming Languages, Graduate Real Time Systems, Graduate Wireless Networking, Graduate Computer Vision

Personal Projects

Video Game Engine: I developed a fully functioning 3D video game engine in C#. The engine provides a unique peer-to-peer networking system along with 3D graphics, physics, content parsing, controller input and sound.

Home Automation: I have developed an Android app and firmware for IoT devices to control appliances in my home. The libraries (MRPC, and Android-Enlight) are available on my github.