

Alex Sherman

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https://asherman.io

Experience

Google, Madison, WI

Senior Software Engineer June 2019 – Aug 2021, Oct 2022 – Present

- Built the high-performance RPC library that is used to train and serve Gemini (C++)
- Develop Google's low-latency user-space networking solution (Snap)
- Tech lead for a small engineering team

Faff Games LLC, Madison, WI

Founder, Game Developer June 2018 – Present

- Develop an original multiplayer survival game IP (C++, C#, UE5, ASP.NET, PSQL)
- Develop an indie virtual reality game (C#)
- Develop a custom game engine with 3D graphics and VR, physics simulation, and a unique peer-to-peer networking system (C#)

Contracting, Madison, WI

Software Engineer December 2017 – June 2019

- Backend development (Web APIs, ORM, C#, Python, OracleDB/PSQL)
- Optimize and refactor IR-spectroscopy search algorithms (C#)
- Develop message-based APIs (C#, RabbitMQ, MassTransit)

Human Head Studios, Madison, WI

Game Developer May 2017 – December 2017

- Develop games, netcode and infrastructure (C#, Unity, Lidgren, PSQL)
- Develop RPC helper libraries to speed multiplayer development

University of Wisconsin Madison, Madison, WI

Researcher October 2011 – May 2017

- Develop software that efficiently utilizes multiple network interfaces (C/C++)
- Develop monitoring and telemetry web app (Fullstack/Python, MySQL)

Skills

Software: Windows, Linux, Visual Studio, PyCharm, Eclipse

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

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 mesh network RPC library for IoT devices (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++)