

# Alex Sherman

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www.asherman.io

## Experience

**TDS Telecom**, Madison, WI

*Contractor Full Time December 2017 -- Current*

- Develop internal web applications for performing provisioning and diagnostics on a large telecom network (Python, Flask, Django, OracleDB, Elasticsearch)

**Human Head Studios**, Madison, WI

*Game Developer May 2017 -- December 2017*

- 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++)
- 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, PyCharm, 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.