Alex Sherman

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Objective

Professional position in software development. Special interests in networking, operating systems.

Education

University of Wisconsin–Madison

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

M.S. Computer Engineering**,** May 2017 (Expected)

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 that facilitates the development of distributed applications by providing distributed shared memory and other powerful abstractions.

Coursework

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

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.

Experience

University of Wisconsin Madison, Madison, WI

Researcher *October 2011 -- Current*

- Develop software that efficiently utilizes multiple network interfaces
- Deploy WiFi on vehicles such as city buses, ambulances and police cars
- Develop tools and infrastructure to configure and monitor deployments
- 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