

Mathew Sherry

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SUMMARY Expert C# and Unity developer with eight years of professional programming experience. US Citizen.

- SKILLS & ABILITIES**
- **Highly Skilled:** C#, Unity, Git, Photoshop.
 - **Experienced:** C/C++, Unreal Engine, Rust, Blender, HLSL, Blueprints, Java, SQL, JavaScript, Lua, Python, PHP, HTML, TortoiseSVN, Substance Designer.
 - **Knowledgeable:** Scheme, MATLAB, Ruby, SQL Developer, AWS.
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RELEVANT EXPERIENCE **Game Programmer, Serenity Forge**
2020 – Present

- Programmed major aspects of Doki Doki Literature Club Plus and another, unannounced game using C#, Python, and Ruby.
- Worked on game mechanics, localization programming, UI and game design, shader development, and VM parsers.
- Oversaw and supported development from third-party developers.

Robotics Game Engineer Contractor, JOANNEUM RESEARCH ROBOTICS

2019 – 2020

- Provided a control interface between Unity and ROS using C# and ROS#.
- Integrated a combined UR and MIR robot in Unity for use in VR and AR applications.

Game Lab Instructor and Tutor, Universität Klagenfurt

2019 – 2020

- Taught game development lectures and workshops for university-level students.

Software Automation Engineer II, HighRes Biosolutions

2016 – 2018

- Developed and improved several device control interfaces for liquid handling and automation of robotic arms using C# and several proprietary languages.
- Developed software for a piano-playing robotic arm as a showroom piece using Java.
- Conducted job interviews to evaluate software engineering skills.

Lead Web Developer and Research Assistant, CITeR

2013 – 2016

- Created fingerprint marking software and affiliate web pages using JavaScript, PHP, HTML, CSS, and AWS.
 - Researched latent fingerprint collection systems to convince government organizations to use mobile devices as scanners in the field.
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EDUCATION **Game Studies and Engineering – Alpen Adria Universität – Klagenfurt, Austria**

2018 – 2021

- Participated in a one-week game design mentorship program at Outfit7 in Slovenia.
- Exhibited as a game developer at GameDevDays in Graz, Austria.
- Developed an augmented reality card-based magic game using Unity and C#.
- Created an evolutionary neural network for Android and web.

B.S. Double Major in Computer Science and Digital Arts & Sciences – Clarkson University – Potsdam, NY

2012 – 2016

- Represented Clarkson at the Naval Academy Science and Engineering Conference and presented a concept for a pharmaceutical robot.
- Won Code Rally, a national racetrack AI competition, through IBM using Java.
- Acted as event organizer for a campus-wide game jam.
- Published a 100-page Tabletop RPG book on createspace and Amazon.

SHORT-TERM **Sandstorm, Cellular Automata Game Engine - 2022**

PROJECTS

- Currently solo developing the engine in Rust and wgpu.

Pin Fall, 3D Pinball Platformer - 2021

- Worked as a gameplay programmer and artist using Unity, C#, Blender, and Inkscape.
- Developed the player control system and created all art for the game.

Soul Reap, 2D Bullet Hell - 2019

- Worked as the solo developer and created everything in the game using Unity, C#, Photoshop, and FL Studio.
- Developed an adaptive upgrade system that increases game difficulty.

Vis À Vis, 3D Horror Puzzler - 2019

- Worked as a programmer and artist using Blender, Photoshop, and Unreal Engine.
- Implemented the mirror portal system and created all art for the game.

Infection, 3D First-Person Shooter - 2019

- Worked as the lead gameplay programmer using C# and Unity.
- Programmed every interaction in the game, including enemy AI and infection system.

The Last Battle, 3D Real Time Strategy - 2019

- Worked as the lead gameplay programmer and texture artist using Unity, C#, and Substance Designer.
- Programmed all game interactions, including the ship and opponent AI.