

Mathew Sherry

Portfolio: www.mathewsherry.com

SUMMARY Expert software engineer with eleven years of professional programming experience. US Citizen.

- SKILLS & ABILITIES**
- **Highly Skilled:** C#, Typescript, JavaScript, Rust, PHP, HTML, Unity
 - **Experienced:** C/C++, GLSL, HLSL, WGSL, Java, SQL, Lua, Python, TortoiseSVN, Git, Visual Studio
 - **Knowledgeable:** Amazon Web Services, Scheme, MATLAB, Ruby, SQL Developer, Unreal Engine, Blueprints
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RELEVANT WORK **Senior Software Engineer, Draftkings (Black Throne)**

EXPERIENCE 2022 – Present

- Developed several online casino games in Unity and an in-house engine using C#, TypeScript, Python, JavaScript, and GLSL.
- Onboarded and mentored new engineers.

Game Programmer, Serenity Forge

2020 – 2022

- Programmed and designed major aspects of Doki Doki Literature Club Plus!, and Lisa: The Painful / Lisa: The Joyful Definitive Editions using C#, Python, and Ruby.
- Oversaw and supported development from third-party developers.

Robotics Game Engineer Contractor, JOANNEUM RESEARCH ROBOTICS

2019 – 2020

- Developed an interface between Unity and ROS for VR and AR robotics using C#.

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.

Lead Web Developer and Research Assistant, CITEr

2013 – 2016

- Created fingerprint marking software and affiliate web pages using JavaScript, PHP, HTML, CSS, and AWS.
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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.

OTHER EXPERIENCE

Game Console for Dogs - 2024

- Built with a Raspberry Pi, stepper motor, and small touchscreen monitor using Rust.

Retro 3D Magic Exploration Game - 2024

- A retro styled game with spell creation set on an alien planet. Still in early development. Using Rust and Bevy.

Retro 3D Space Shooter - 2024

- A Battlefront-inspired space shooter with retro graphics written in Rust.

Microkernel Operating System - 2024

- A small exploration into creating an operating system from scratch in Rust. Still in early development.

Text Editor - 2024

- Terminal text editor for personal use written in C.

2D and 3D Rendering Engine - 2023

- Basic rendering engine for personal game projects written in Rust and wgpu.
- Supports 2D and 3D graphics, model loading, and custom shaders.