

Mathew Sherry

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SUMMARY Skilled Game Developer, specializing in gameplay programming. Expert C# and Unity developer with seven years of professional programming experience. US Citizen.

- SKILLS & ABILITIES**
- **Highly Skilled:** C#, PHP, HTML, Unity, Visual Studio, and Photoshop.
 - **Experienced:** C/C++, Java, SQL, JavaScript, Lua, Python, TortoiseSVN, SQL Developer, Blender, Git, and Substance Designer.
 - **Knowledgeable:** in HLSL, MATLAB, Unreal Engine, AWS, and Maya.
 - **Other Competencies:** Conducting job interviews, Working in teams, and Client relations
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**RELEVANT
EXPERIENCE**

Gameplay Robotics Engineer, 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 to be used for VR and AR applications.
- Collaborated with a multi-disciplinary team across multiple companies.

Game Lab Instructor and Tutor, Universität Klagenfurt

2019 – 2020

- Taught game development lectures and workshops to university-level students.
- Tutored students on general game design and development concepts.

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 an application for a piano-playing robotic arm as a company showroom piece using Java.
- Interviewed job applicants to assess their software skills and worked with managers to determine whether next steps would be taken.

Lead Web Developer and Research Assistant, CITeR

2013 – 2016

- Created fingerprint marking software, document submission and management webpages, as well as a registration page for CITeR meetings. Applications were developed using JavaScript, PHP, HTML, CSS, and Amazon Web Services.
 - Researched latent fingerprint collection systems to convince governmental organizations to use mobile devices as scanners in the field.
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EDUCATION

M.S. Game Studies and Engineering – Alpen Adria Universität – Klagenfurt, Austria

- Was accepted to and participated in a one-week game design mentorship program at Outfit7 in Ljubljana, Slovenia.
- Exhibited as a game developer at GameDevDays in Graz, Austria.

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

- Represented Clarkson at the Naval Academy Science and Engineering Conference and presented a concept for a pharmaceutical robot.
- Won a national racing track AI competition, Code Rally, 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.

RECENT PROJECTS

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 everything in the game, including an adaptive upgrade system that increases game difficulty as upgrades are collected.

Vis À Vis, 3D Horror Puzzler - 2019

- Worked as the lead 3D artist and Blueprints programmer using Blender, Photoshop, and Unreal Engine.
- Worked with programmers to implement a mirror portal system.
- Created all the 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 spreading 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.

Car Parkour, 3D Racing Game - 2019

- Worked as a gameplay programmer and networking programmer using Unity and C#.
- Programmed the movement system and multiplayer functionality and designed the visual effects.