

Alex Sherman

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Experience

Google, Madison, WI

Software Engineer June 2019 -- Present

- Develop state-of-the-art data center networking technologies

Faff Games LLC, Madison, WI

Founder, Developer June 2018 -- Present

- Develop indie games aimed at virtual reality (C#)
- Develop a custom game engine with 3D graphics and VR, physics, content parsing, and a unique peer-to-peer networking system (C#)

Contracting, Madison, WI

Contractor December 2017 -- June 2019 (Intermittent)

- Develop internal web applications for performing provisioning and diagnostics on a large telecom network (Python, Flask, Django, OracleDB, Elasticsearch)
- Design and implement microservices (APIs, JSON, REST)
- Optimize and refactor IR-spectroscopy search algorithms (C#)
- Develop message-based APIs (C#, RabbitMQ, MassTransit)

Human Head Studios, Madison, WI

Game Developer May 2017 -- December 2017

- Develop games, netcode and infrastructure (C#, Unity, Lidgren, PSQL)
- Architecture changes to decrease complexity for developers adding network functionality

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, MySQL, PSQL, HLSL, GLSL, HTML, CSS

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++)