

# Devin Sherry

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## Professional Summary

An efficient and dedicated Unreal Engine 4 Blueprint and UMG scripter in search for a position and team that challenges my skill-set to create fun and compelling gaming experiences.

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## Core

- Working experience with the Unreal Engine 4 game development pipeline.
  - Advanced knowledge of the Unreal Engine 4 Blueprint scripting system to develop core game-play systems.
  - Advanced knowledge of the Unreal Engine 4 UMG scripting system to create UI systems from Main Menus to in-game interfaces.
  - Experienced in detailed bug-reporting analysis, reproduction, and fixes.
  - Passionate for learning and educating in the fields of game development and Unreal Engine 4 through my YouTube Channel: [TheLifeofJevins](#)
  - Strong work ethic and dedication necessary to complete tasks in a timely manner.
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## Professional Experience

Lead Blueprint & UMG Scripter

December 2015 - Present  
Novi Sad, Serbia

Studio: [Digital Arrow](#) | Publisher: [THQ Nordic](#)

- Initial focus on game-play prototyping exploration through Unreal Engine 4 Blueprints to develop hands-on experience for interested game mechanics.
- Core Blueprint scripter responsible for the implementation of many Blueprint side game-play integrations for item salvaging, ship customization, item/modules, the player controller, and others.
- Core UMG scripter responsible for the creation of many in-game menus, player cockpit UI, docking station UI, and multiplayer UI with the assistance of C++ programmer functions.
- Assisted in the scripting of quests playable throughout the campaign of [Aquanox: Deep Descent](#).
- In-house correspondent for remote members of the programming team responsible for settings meetings, assigning tasks, and documentation of developed systems.
- Assisted in the reporting of game bugs, and the fixing of bugs.

*This title is currently in development and therefore will not be present in my online portfolio. The latest progress can be seen on the game website: [Aquanox: Deep Descent](#).*

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## Personal Experience | Projects

[Radial Impact](#) | Sole Developer

May 2013 – August 2014  
Tempe, AZ, U.S.

Personal Project

I am a United States citizen currently working in Novi Sad, Serbia. I am willing to relocate back to the United States, or to any other country, if required.

- Developed as a learning project to become more experienced in Unreal Engine 4; with a primary focus on the Blueprint scripting system.
- Featured in the Learning Tab of the Unreal Engine 4 Launcher as a part of the Community Contributions.
- Featured in the Unreal Engine documentation as a free tutorial series: [Radial Impact](#)
- Developed all aspects of the game, excluding music. This includes, but is not limited to, textures, materials, sound effects, and scripting.
- Available here: [Download](#)

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## Education

**Bachelor's Degree**

**University of Advancing Technology (UAT)**

**September 2010 – January 2013**

**Tempe, AZ, U.S.**

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## Student Projects

[The Afflicted](#) | Student Project

Autonomous Games | Student Group

**November 2010 – March 2013**

**Tempe, AZ, U.S.**

- Featured at GDC Play 2013 to demonstrate to developers, and chosen to best represent the University of Advancing Technology.
- Developed using the Unreal Developer Kit (UDK).
- Developed two multiplayer levels alongside the level design team from 2D concept to full 3D environment.
- Assisted in the level creation process alongside environment artists.
- Assisted in the scripting of in-game level events using Kismet.
- Assisted in the balancing of weapon statistics and player upgrades.

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