Gilbert Cherrie

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SKILLS

Programming:

- Python, Java, C, SQL, HTML, CSS, Git

Tools:

- GitHub, Eclipse, Google Firebase, TensorFlow Machine Learning, Android Studio, MySQL, Autodesk Inventor, Microsoft Office, UNIX Command Line

EXPERIENCE

Teaching Assistant — **Sept 2020 – Present**
McMaster University, Hamilton ON

- Assisted during computing and design lab lessons by helping to teach new content, reviewing past content, and answered student questions
- Graded student projects and assignments as well as provided feedback to the students

Head Program Instructor — **Sept 2018 – Present**
City of Vaughan, Vaughan ON

- Created and taught a lesson plan for a chess class for up to 20 children, ages 4 – 9
- Communicated with parents about any upcoming events or their child's progress in the class

EDUCATION

Bachelor of Engineering, Software Engineering — **Sept 2018 - Present**
McMaster University, Hamilton ON

- Achieved a cumulative grade-point average of 3.46 on a 4.0 scale
- Achieved the Dean's Honour List
- Awarded the McMaster Entrance Scholarship for a grade-point average of over 90% in high school

PROJECTS

Pro Basketball Stats App (Personal) — **July 2020 – Aug 2020**

- Created an **Android** app and published to the **Play Store** that allows users reto easily search and sort through all active NBA players and their season stats
- App was created using **Java** and **Android Studio**
- Player data was collected using **Python** scripts and an **NBA API** and stored on both a **Google Firestore server** and **SQL server**

NFL Score Predictor Program (Personal) — **July 2020**

- Used **Python** scripts and an **NFL API** to collect NFL game data and store on a Google Firestore server
- Created **TensorFlow Machine Learning Models** based on this game data to predict various stats and scores for any NFL game

EXTRACURRICULAR ACTIVITIES

DeltaHacks 5 and 6 – McMaster University — **Jan 2019, Jan 2020**

- Collaborated with three other group members to create a mobile app that attempted to solve a presented problem
- Attended various workshops to expand our skillsets

McMaster iGem Dry Lab Coding Team – McMaster University — **Dec 2017 – Nov 2018**

- Worked in a team of 6 members to brainstorm ideas of how to create simulated data based on wet lab tests and results
- Assisted in updating the teams Wiki page using **HTML** and **CSS**