

GREG SHERMAN

swe@gregsherman.ca • (647) 382 – 2727 • github.com/GregSherman • linkedin.com/in/gregsherman-/ • gregsherman.ca

EDUCATION

University of Toronto

Candidate for Bachelor of Science in Computer Science

- GPA 3.8 / 4.0

Toronto, ON

Sept 2020 – April 2025

WORK EXPERIENCE

Full Stack Engineer Intern, Mozilla

- Independently developed **Assay**, a **VSCode** extension utilized by the review team to streamline the review process for user-submitted Firefox addons.
- Pioneered the implementation of **Addons API** integration in **Assay**, enabling seamless addon download, extraction, and review submission.
- Developed the **Fireblocks** Mozilla Line Extension, enabling customizable phrase blocking and replacement in Firefox using **Web Extensions** API.

Toronto, ON

May 2023 – April 2024

Software Engineer Intern, TD Bank Group

- Handled data processing in **Alteryx** using **Python** and **Pandas**; prepared large workflows for seamless integration.
- Recommended changes to source data that facilitated a **91%** reduction in the runtime of a substantial workflow.
- Became proficient in Agile methodology with extensive practical experience.

Toronto, ON

May 2022 – Aug 2022

IT Intern, RPM Technologies

- Established a graphical metrics interface for effortless client metric retrieval.
- Collaborated in a team of 2 to design a user-friendly, responsive **Grafana** UI.

Toronto, ON

July 2019 – Aug 2019

PROJECTS

AL Radio

- Using **GPT-3** API and Google's text-to-speech, created a fully automated artificial intelligence radio.
- Utilized **UDP** and **multi-threading** to serve connections live audio and metadata.
- Employed **Spotify's** search algorithm to persistently update the queue with similar songs and to take user suggestions.

October 2022

TextGameEngine

- Constructed, in a 6-person team, a text-based game creator and player using **Java**, **JavaFX**, and **Git** while utilizing SOLID principles and Clean Architecture rules to maintain clean code throughout the development cycle.
- Implemented saving game instances and loading them back into the UI editor or to the game player using **RDF**.

Sept 2021 – Dec 2021

Connect X

- Collaborated in a 4-person team setting using **Python** and **PyGame** to create multiple difficulties of AI in Connect X, a Connect 4 game.
- Implemented the AI portion, including a nearly unbeatable **Monte Carlo Tree Search** algorithm, and collected statistics of how well they performed.

Mar 2021 – April 2021

SKILLS

Languages

TypeScript, JavaScript, Python, Java, C, HTML, R, Assembly

Tools/Frameworks

Web Extensions, VSCode, React, JavaFX, Git, GPT, TCP/UDP, Pandas, Jira