

GREG SHERMAN

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EDUCATION

University of Toronto

Candidate for Bachelor of Science in Computer Science

Toronto, ON

Sept 2020 – April 2025

WORK EXPERIENCE

Terminal Core Payments Software Engineer Intern, Stripe

Seattle, WA

- Spun-up and deployed **HTTP service** in **Ruby** to proxy and reshape payment requests from Stripe terminals to assist developers in testing new endpoints.
- Implemented, in **Swift** and **Kotlin**, the ability to register API keys and point the iOS Test App and Android SDK backend towards the proxy service.
- Enabled Track 2 and EMV data **encryption** in the proxy service using either **Dynamic TR31** or **DUKPT** with **AES-CBC**.
- Added a new production endpoint and altered the **Objective-C** iOS SDK to solve an uncommon offline payment forwarding issue.

May 2024 – Aug 2024

AMO & Firefox Software Engineer Intern, Mozilla

Toronto, ON

- Independently developed **Assay**, a **VSCode** extension utilized by the review team to streamline the review process for user-submitted Firefox addons.
- Developed the **Fireblocks** Mozilla Line Extension, enabling customizable phrase blocking and replacement in Firefox using **Web Extensions** API.
- Created the **Firefox Bridge** extension for Firefox and Chromium, optimizing the process of seamlessly swapping between multiple browsers.

May 2023 – April 2024

Software Engineer Intern, TD Bank Group

Toronto, ON

- 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.

May 2022 – Aug 2022

PROJECTS

AL Radio

October 2022

- Using **GPT-3** API and TTS, created a fully automated artificial intelligence radio.
- Utilized **UDP** and **multi-threading** to serve connections live audio, gathered from a queue persistently updated using **Spotify's** search algorithm.

TextGameEngine

Sept 2021 – Dec 2021

- 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**.

Connect X

Mar 2021 – April 2021

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

SKILLS

Languages

Ruby, TypeScript, JavaScript, Python, Objective-C, Kotlin, Java, C

Tools/Frameworks

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