Greg Sherman

(647) 382 – 2727
greg.sherman@mail.utoronto.ca
gregsherman.ca
https://github.com/GregSherman

Toronto, Ontario, Canada
M5S 0E4

SKILLS

Languages	Python, Java, C, JavaScript, HTML, R
Tools/Frameworks	React, CSS, JavaFX, Git, RDF, PyGame, Plotly, LaTeX

WORK EXPERIENCE

IT Intern, RPM Technologies   *Toronto, ON*
- Created a graphical metrics interface to ease the searching of client metrics
- Utilized MySQL to fetch data and create visual, time-based metrics   *July 2019 – Sept 2019*
- Worked in a team of two to create a seamless Grafana interface

PROJECTS

TextGameEngine   *Sept 2021 – Dec 2021*
- Created, with a 6-person group, a text-based game creator and player using Java, JavaFX, and Git
- Implemented saving game instances and loading them back into the editor or to the game player using RDF
- Maintained the visuals of the program and interactive elements of the editor
- Utilized SOLID principles and Clean Architecture rules to maintain clean code throughout the development cycle

Connect X   *Mar 2021 – April 2021*
- Worked in a 4-person team setting using Python to create multiple levels of AI in Connect X, a Connect 4 game at any height & width of board
- Implemented the AI portion, including a Monte Carlo Tree Search algorithm, and collected statistics of how well they performed

Climate Change in Media   *Nov 2020 – Dec 2020*
- Worked in a 4-person team setting using Python to discover statistics about climate change in media by year and political views
- Developed the article search algorithm for key words related to climate change in over 5 million article titles

Phone Simulation   *June 2019*
- Created a working phone simulation using JavaScript Processing
- Three working apps: settings, clock, and concentration card game
- Ability to change multiple settings and progress through levels of concentration

EDUCATION

University of Toronto   *Toronto, ON*

Candidate for Bachelor of Science in Computer Science   *Sept 2020 – April 2024*

- GPA 3.84 / 4.0