

Greg Sherman

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Toronto, Ontario, Canada

M5S 0E4

SKILLS

Languages Python, Java, C, JavaScript, R
Tools/Frameworks ReactJS, 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
- Worked in a team of two to create a seamless Grafana interface

July 2019 - Sept 2019

PROJECTS

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

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

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

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

EDUCATION

University of Toronto

Toronto, ON

Candidate for Bachelor of Science, Specializing in Computer Science and Minor in Mathematics

Sept 2020 - April 2024

- GPA 3.84 / 4.0