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
Toronto, ON
Sept 2020 – April 2025

WORK EXPERIENCE

Terminal Core Payments Software Engineer Intern, Stripe
Seattle, WA
May 2024 – Aug 2024
- Spun-up an **HTTP service** in **Ruby** to proxy and reshape Stripe terminal payment requests, storing relevant data in a provisioned **MongoDB** instance.
- 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.

AMO & Firefox Software Engineer Intern, Mozilla
Toronto, ON
May 2023 – April 2024
- 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.

Software Engineer Intern, TD Bank Group
Toronto, ON
May 2022 – Aug 2022
- 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.

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