GREG SHERMAN

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EDUCATION

University of Toronto *Toronto, ON*
Candidate for Bachelor of Science in Computer Science *Sept 2020 – April 2025*

WORK EXPERIENCE

Firefox Software Engineer Intern, Mozilla *Toronto, ON*
- Created the **Firefox Bridge** extension for Firefox and Chromium, optimizing *Jan 2024 – Apr 2024*
the process of seamlessly swapping between multiple browsers.
- Leveraged **experimental APIs** and **native messaging** to retrieve local
browser information and initiate page launches within these browsers.
- Resolved critical bugs on Firefox for both macOS and Windows platforms,
ensuring optimal performance and reliability.

AMO Software Engineer Intern, Mozilla *Toronto, ON*
- Independently developed **Assay**, a **VSCode** extension utilized by the review *May 2023 – Dec 2023*
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.

Software Engineer Intern, TD Bank Group *Toronto, ON*
- Handled data processing in **Alteryx** using **Python** and **Pandas**, prepared large *May 2022 – Aug 2022*
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 Google's text-to-speech, 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, 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.

SKILLS

Languages	TypeScript, JavaScript, Python, Java, C, HTML, R, Assembly
Tools/Frameworks	Web Extensions, VSCode, React, JavaFX, Git, GPT, TCP/UDP, Pandas, Jira