

# Gregory Sinclair

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## Education

Millersville University  
Graduation: December 2022  
Bachelor of Science in Computer Science, Economics Minor  
Honors: *summa cum laude* (GPA: 4.0/4.0), Phi Kappa Phi Honor Society

## Academic and Professional Experience

Java, C/C++/C#, OCaml, SQL, NoSQL, VBA, Common Lisp, JavaScript, CSS, HTML, GoLang, Python, Ruby, Unity, IBM RFT, GitHub, VSCode, MongoDB, AutoHotkey, Assembly, AWS  
Statistical/Numerical Error Analysis (Minitab, SAS)  
Microsoft Office (Excel, Outlook, PowerPoint, Word)  
Windows, Android, Linux, and Macintosh Proficiencies

## Work History

Jan 2023 – Current      EtaPRO LLC  
Associate Software Engineer  
Contributed to company's flagship product deployed in over 40 countries and 10% of the world's power generation plants  
Worked as a member of a team of exceptionally-talented professionals providing critical anomaly detection and early warning systems  
Took ownership of assigned tasks and delivered valuable, well-documented, tested, and operable code contributions under the guidance of experienced developers

Jun 2022 – Aug 2022      Deloitte Consulting  
DC Solution Summer Scholar (10-Week Internship)  
Worked with an experienced team to act as a strategic advisor to government and public service clients through solution implementation and maintenance  
Supported organizations undergoing large-scale transformation, and helped to achieve a higher level of service and business value  
Played a key role in the design, installation, testing, and maintenance of entirely new application software

May 2015 – Aug 2020      Merge Investigations, Inc.    Lancaster, PA  
Social Media Investigations Supervisor  
Created, researched, and distributed cutting-edge technical solutions to enable a highly-skilled team of investigators to locate, scrape, and document online information  
Constructed and performed evolving training for investigating team in response to rapidly-changing technology  
Authored investigative summaries and action plans for nation-wide clients in order to minimize insurance fraud and legal exposure

## Team Projects

"Burnt Rubber," "Hordes from Hell," "475 Belladonna Street"  
Unity games created in three-week intervals  
C#  
"Velcro"  
UML diagram tool designed over four three-week sprints  
Java

## Personal Projects

"Humbled"  
Implementation of the Humble-Nishiyama Randomness Game by the demonstration of an intransitive decision-making card game  
JavaScript & CSS  
"Undermined"  
Database lookup of Facebook users using a method no longer accessible to the general public  
JS & CSS, SQL, Cloudflare Worker, Massive Database  
"Imprisoned"  
Recursive implementation of the *One Hundred Prisoner* riddle  
Java  
"Engulfed"  
Tinder interface reimaged with Pokémon monsters  
JavaScript & CSS