

LOGAN SHERWIN

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Education

University of Chicago

Sep. 2019 – May 2023

Bachelor of Science in Computer Science, Machine Learning Specialization

Chicago, IL

GPA: 3.81/4.00

Relevant Coursework

- Theory of Algorithms
- Discrete Mathematics
- Linear Algebra
- Human-Comp Interaction
- Machine Learning
- Computer Systems
- Programming Languages

Experience

SESCO Enterprises, LLC

Jun. 2021 – Sep. 2021

Quantitative Developer Intern

Chicago, IL

Developed a simulation engine to estimate the fair values of Financial Transmission Rights, an auctioned options and obligations market for wholesale electricity

- Centered around analyzing the behavior of market participants for correlated auctions and assets
- Backtesting, accounting for price elasticity
- Written in Python, with extensions in Nim for optimizing the program's numerical algorithms

University of Chicago – Department of Computer Science

Mar. 2021 – Jun. 2021

Teaching Assistant

Chicago, IL

- Guided over 100 student's learning in an introductory computer science course by leading lab sessions and solving problems that arose in their code
- Held office hours to support students in their learning and provide feedback on their code
- Assessed student performance on graded assignments as a member of a ten-person staff team

University of Chicago – Housing & Residence Life

Sep. 2020 – Present

Resident Assistant

Chicago, IL

- Supported over 70 residents both mentally and emotionally through their college experience
- Helped organize events within the group to build a cohesive group of individuals
- Created a safe and open environment for students as a member of a four-person staff team

Projects

Schedule Generator

Jun. 2021 – Aug. 2021

- Implemented an interval scheduling algorithm in Python to determine the best arrangement of employees for a given week
- Considered availability of workers, prioritized shift distribution based on seniority, and observed child labor laws for companies who hire minors

Perfect Diver

Nov. 2018 – Apr. 2019

- Developed an iOS application using Swift that observed a springboard diver and implemented a modified version of the OpenCV machine learning framework for Python to identify and manipulate data from the diver's body to provide personalized, human-like feedback

Single Player Battleship

Aug. 2017

- Created a Python application that allows the user to play both two-player and single-player Battleship, with three different difficulties implemented using three different AIs built to play more like a human as the difficulty increased

Technical Skills

Languages: C, Nim, Python, Standard ML, Java, JavaScript, SQL, C++

Technologies/Frameworks: SciPy Stack, Git, MongoDB, AWS, PyTorch, PostgreSQL

Techniques: CNNs, RNNs, SVMs, Naive Bayes

Extracurricular

Machine Learning Club

Oct 2020 – Present

College Varsity Swimming and Diving Team

Oct 2019 – Present