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: 3.78/4.00

Relevant Coursework

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

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 identity 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, CART, Random Forests

Extracurricular

Machine Learning Club **Oct 2020 – Present**
College Varsity Swimming and Diving Team **Oct 2019 – Present**