

Logan Sherwin

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EDUCATION

Bachelor of Science in Computer Science, Machine Learning Specialization Chicago, IL | Exp, Jun 2023

UNIVERSITY OF CHICAGO

GPA: 3.78/4.00

Coursework: Discrete Mathematics, Introduction to Computer Systems, Linear Algebra, Programming Languages, Theory of Algorithms

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

PROFICIENT: C, Nim, Python, Standard ML
INTERMEDIATE: CSS, HTML, Java, JavaScript
FAMILIAR: C++

FRAMEWORKS AND DEVELOPMENT TOOLS

PROFICIENT: Git, MongoDB, Numpy, Pandas
INTERMEDIATE: AWS, PyTorch

WORK EXPERIENCE

SESCO ENTERPRISES, LLC | QUANTITATIVE DEVELOPER INTERN

Pittsburgh, PA | Jun 2021 – Sep 2021

- Compiled and analyzed over 100 sets of Financial Transmissions Rights trading data for the U.S. electricity markets
- Designed, developed, and maintained both Python and Nim code to enhance the company's trading strategies
- Delivered a statistically-based trading strategy that consistently generated six-figure monthly returns

UNIVERSITY OF CHICAGO | TEACHING ASSISTANT

Chicago, IL | Mar 2021 - Jun 2021

- 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 | RESIDENT ASSISTANT

Chicago, IL | Sep 2021 - Present

- 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

Produced an automated schedule generator using Python that satisfied the customer's desired parameters, such as seniority, junior employee restrictions, and days off

VIRTUAL DIVING COACH | HIGH SCHOOL SENIOR PROJECT

Nov 2018 - April 2019

Developed an iOS application using the Swift programming language 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 | CMU 15-112 TERM PROJECT

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

ACTIVITIES

MACHINE LEARNING CLUB

Oct 2020 - Present

COLLEGE VARSITY SWIMMING AND DIVING TEAM | DIVER

Oct 2019 - Present