GREG SHERMAN

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EDUCATION

University of Toronto
Candidate for Bachelor of Science in Computer Science

Toronto, ON
Sept 2020 – April 2025

WORK EXPERIENCE

Terminal Core Payments Software Engineer Intern, Stripe

Seattle, WA
May 2024 – Aug 2024

- Spun-up an **HTTP service** in **Ruby** to proxy and reshape Stripe terminal payment requests, storing relevant data in a provisioned **MongoDB** instance.
- Implemented, in **Swift** and **Kotlin**, the ability to register API keys and point the iOS Test App and Android SDK backend towards the proxy service.
- Enabled Track 2 and EMV data **encryption** in the proxy service using either **Dynamic TR31** or **DUKPT** with **AES-CBC.**
- Added a new production endpoint and altered the **Objective-C** iOS SDK to solve an uncommon offline payment forwarding issue.

AMO & Firefox Software Engineer Intern, Mozilla

Toronto, ON
May 2023 – April 2024

- Independently developed **Assay**, a **VSCode** extension utilized by the review team to streamline the review process for user-submitted Firefox addons.
- Developed the **Fireblocks** Mozilla Line Extension, enabling customizable phrase blocking and replacement in Firefox using **Web Extensions** API.
- Created the **Firefox Bridge** extension for Firefox and Chromium, optimizing the process of seamlessly swapping between multiple browsers.

Software Engineer Intern, TD Bank Group

Toronto, ON
May 2022 – Aug 2022

- Handled data processing in **Alteryx** using **Python** and **Pandas**, prepared large workflows for seamless integration.
- Recommended changes to source data that facilitated a **91%** reduction in the runtime of a substantial workflow.

PROJECTS

AL Radio | NextJS (React), NodeJS, MongoDB | https://alradio.live

Oct 2022 - Present

- Using **gpt-4o** and TTS, created a fully automated artificial intelligence radio.
- Utilized the **React95** library to create a retro reactive client, allowing users to customize and contribute to the radio.

TextGameEngine | Java, JavaFX

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 | Python, PyGame

Mar 2021 – April 2021

- Collaborated in a 4-person team setting using **Python** and **PyGame** to create multiple difficulties of AI in Connect X, an extended Connect 4-style game.
- Implemented the AI aspect, including a nearly unbeatable **Monte Carlo Tree Search** algorithm, and collected statistics of how well they performed.

SKILLS

Languages   Ruby, TypeScript, JavaScript, Python, Objective-C, Kotlin, Java, C
Tools/Frameworks   MongoDB, React, Web Extensions, VSCode, JavaFX, Git, GPT, TCP/UDP, Pandas, Jira