MATTHEW HOWE

SOFTWARE DEVELOPER

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SKILLS

LANGUAGES: Javascript, Python, PHP, Java, C/C++, SQL, HTML, CSS, Unix, Powershell, Excel/VBA
TECHNOLOGIES: React, Angular, Django, Three.js, d3.js, Pandas, Tensorflow, PyTorch, Docker, Kubernetes, Flask, Express, Redis, PostgreSQL, MongoDB, MySQL, AWS

EMPLOYMENT

Oxynware, *Founder, Software Developer*, New York, New York — Sept. 2021 - Current
https://oxynpoker.com
• Developed and refined the Oxynpoker software to provide optimal poker solutions to users, ensuring a fast, visual and user-friendly training experience.
• Designed, implemented and maintained the artificial intelligence and machine learning systems that generate quality equilibrium data for the entire game tree.
• Created custom poker query syntax for advanced filtering and lightning-fast navigation, improving the overall user experience.
• Ensured the technical architecture of the Oxynpoker software was well-designed and maintained, resulting in seamless performance and functionality.

Freelance, *Software Developer*, New York, New York — June 2019 - Current
https://matthewhowe.net
- Specialized in client-facing application development, system setup, performance, and accessibility.
- Built stable, tested, and user-friendly applications that meet client and user requirements.

Self-Employed, *Professional Poker Player*, International — May 2010 - Current
- Maximized profits through strategic capital allocation based on value, risk, and cost assessment.
- Analyzed player-style poker statistics in PostgreSQL to determine optimal strategies.
- Leveraged AI tooling to develop maximum expected value generating strategies.

PROJECTS

Oxynpoker — Sept. 2021 - Current
https://oxynpoker.com
• Successfully developed the Oxynpoker project, which allows users to easily navigate optimal poker solutions through an advanced visualization system and game mode.
• Provided users with the ability to explore the entire game-tree, including all sub-strategies, using a custom syntax terminal that allows for instant querying.
• Implemented a training game that simulates optimal play, helping users identify and improve upon their weaknesses through real-world testing of their intuition and strategy.

Knight's Tour — Apr. 2019 - Current
https://matthew-howe.github.io/knightstour/
- Visualized a knight's tour of a chessboard, visiting every square only once, using local search algorithms.
- Simulated real-time speed modulation with a custom-written easing function.
- Minimized space & time costs by dispatching minimum possible information per action.

EDUCATION

Fullstack Academy — Jan. 2019
Software Engineering Immersive

Salem State University — May 2012
Biology