

MATTHEW HORNE

☎ +447472779699 • ✉ matthorne@outlook.com • 🌐 matthewhorne.com

EDUCATION

Sheffield Hallam University • Sheffield, South Yorkshire August 2017 – Present
Bachelor of Science (Hons.) • Computer Science • Expected Grade: 1st

Dronfield Henry Fanshawe School • Dronfield, Derbyshire September 2010 – September 2017
A-Level, June 2017
Computer Science (B), Philosophy (B), Mathematics (C)
AS-Level, June 2016
Computer Science (A), Philosophy (B), Mathematics (B), General Studies (D)
GCSE, June 2015
11 GCSES including English (B), Maths (A) and Science (A)

PROJECTS

XLN Sales Agent App – XLN Telecom January 2019
Sheffield, South Yorkshire

- Developed an app to help sales agents locate prospective or current clients and view/edit detailed information about those clients.
- Worked as part of a team following the scrum process. Was awarded prize for excellent communication.
- Built with Android (Java), Firebase and Google Maps.

Lyrics Generator – Sheffield Hallam University March 2020
Sheffield, South Yorkshire

- Developed an application to generate a full set lyrics based genre and a prompt from the user, using multiple neural network models.
- Built using Python and Tensorflow.

Restaurant Management System – Personal Project Present
Dronfield, Derbyshire

- Currently developing a web application to manage restaurant bookings and table layout for a local restaurant.
- Built using node.js, Vue.js, HTML, JavaScript, MySQL and Express.js.

Mehmet Meetings App – Sheffield Hallam University February 2019
Sheffield, South Yorkshire

- An Android app developed for one of my lecturers to schedule meetings, manage rooms and to resolve conflicts with user schedules.
- Developed using Android(Java) and Firebase.

Pairs Trading Using ML – Sheffield Hallam University May 2020
Sheffield, South Yorkshire

- Research project which looked at generating profits by trading stocks/commodities/forex using the pairs trading strategy
- Implemented 4 different methods. 3 proposed already in academic papers and a model based on a reinforcement learning.
- The reinforcement learning strategy significantly outperformed the proposed models.
- Built using Python and Tensorflow.

WORK EXPERIENCE

Work Placement – Plusnet July 2016
Sheffield, South Yorkshire

- As part of a one-week work placement I worked with and shadowed people at the various roles in the software development department.

TECHNICAL SKILLS

- Programming languages: (Proficient) Java, C++, Python, JavaScript, Clojure; (Familiar) C#, C
- Frameworks and technologies: CUDA, Tensorflow, Linux, MySQL, Jira/ Confluence, Git, HTML, CSS, Django, Node.js, Flask, Vue.js, Photoshop

EXTRA CURRICULAR ACTIVITIES

- Volunteer work helping students to code
- Badminton, airsoft, cycling