

Kyle Murphy

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EDUCATION

Arizona State University

Bachelor of Science in Computer Science

Tempe, AZ

Expected May 2021

PROJECTS

Rust Poker | *Rust, C, TravisCI, Git*

github.com/kmurf1999/rust_poker

March 2020 – Present

- Created a Fast poker library written in Rust
- Uses a hashing scheme based on unique prime numbers to quickly evaluate poker hand strength
- Runs concurrent Monte-Carlo simulations to calculate equities between up to six players
- Automated deployment with TravisCI and documentation with RustDoc
- Has been downloaded and used by over 250 other developers

Personal Website | *React.js, Next.js, Docker*

kylemerfy.com

Aug 2018 – Oct 2020

- Created a personal website using React.js
- Enhanced page load speed by server-side rendering with Next.js
- Dockerized application and deployed to Digital Ocean

Capstone Project - Poker Solver | *Rust, Reinforcement Learning, K-Means, Concurrency*

github.com/kmurf1999/CSE485PokerSolver

Aug 2020 – Present

- Leading a team of six senior classmates to create a poker-playing AI written in Rust
- Uses Counter-Factual Regret Minimization to converge to a Nash-Equilibrium Strategy
- Learning state of the art techniques used in reinforcement learning
- Developing new solutions to adhere to memory and time constraints

EXPERIENCE

Freelance Web Developer

[Upwork.com](https://www.upwork.com)

January 2017 – October 2019

- Developed websites and web components using React.js and Redux
- Designed responsive websites using Sketch and Figma
- Deployed websites using Docker-Compose on Digital Ocean
- Learned to communicate with clients on project requirements and deadlines

TECHNICAL SKILLS

Languages: Rust, Python, Javascript, C/C++, HTML/CSS

Frameworks: React, Node.js, Redux, Express

Developer Tools: Git, Docker, IPython, TravisCI, Vim, VS Code

Libraries: NumPy, Matplotlib