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Education

Massachusetts Institute of Technology

Cambridge, MA

- Bachelor of Science, Electrical Engineering and Computer Science, June 2005
- Bachelor of Science, Management Science, Concentration in Marketing, June 2005

Work History

EVP Development / Chief Architect / Principal Engineer
Amtote International - 1/ST Technology

February 2019 - Present
Las Vegas, NV

- Spearheaded the digital transformation of development processes across three established product lines, overseeing a team of 50+ engineers and successfully integrating two offshore development teams
- Architected the initial release of 1/ST BET, a digital horse race wagering web application catering to an extensive user base of over 50,000 monthly users
- Served as the principal engineer overseeing the development of a mono-repo central code repository and a JavaScript-based CI/CD pipeline, facilitating seamless collaboration across five product lines spanning six programming languages and encompassing over 100 projects that was verified by the SADA consulting firm as having a high level of security
- Designed and implemented a gRPC Protobuf-based API deployed to the Google Cloud Platform, accompanied by an autogenerated Golang HTTP 1.1 REST reverse proxy with OpenAPI specification allowing API consumers to choose their method of interface
- Led a central architecture team comprising six platform architects, employing SCRUM/AGILE methodologies to drive forward innovative solutions and ensure alignment with strategic objectives across the organization
- Architected and oversaw implementation of RaceHorse 360, a greenfield race track management suite tasked with reducing overall horse mortality rates and improving their health through better management of their care, medicines and training
- Lead architect and creator for Prism, a development platform that will be the modernized replacement of all legacy applications within the 1/ST organization that was initially developed over a 3-year period
- Prism is a clean architecture domain driven designed cloud, hybrid and bare-metal C# solution that more than 30 engineers are creating new functionality for daily

Chief Technology Officer
CareCognitics

March 2018 - Present
Las Vegas, NV

- Founder of startup business that applied casino loyalty principles and data science to transform healthcare by increasing overall engagement with patients during their journey to better health
- Architected and developed the CareCognitics platform, a single-tenant patient engagement and workflow automation solution with infrastructure orchestrated using Terraform running on the Google Cloud Platform
- Managed and coached off-shore team of engineers in the development of platform components
- Designed and implemented the MyCareBot ultra-low-code NodeJS Google Cloud Healthcare FHIR centric workflow automation engine with integrations into more than 15 different systems including 2 EHRs
- Led the integration of CareCognitics platform with APIs and infrastructure of five healthcare organizations, navigating complex approval processes and ensuring compliance with industry standards.
- Managed SOC audit, developed organizational security standards, and successfully passed penetration testing and IT department security scans for seamless platform deployment to more than 15 single tenant customer environments on the Google Cloud Platform

VP Development
Goji

October 2015 - February 2019
Las Vegas, NV

- Designed and implemented greenfield Java-based CRM solution for managing sales of insurance products for a call center staff of over 100 employees
- Integrated CRM solution into proprietary remote data feeds provided by more than 10 insurance carriers to keep data in sync bi-directionally with the agency
- Designed and implemented greenfield Java-based desktop and phone monitoring solution providing a cloud-based recording platform to monitor all incoming and outgoing calls made by staff making more than 50,000 calls daily
- Managed development department of 4 full-time developers and 2 QA staff

Staff Software Engineer
Vocera (now Stryker)

September 2014 - September 2015
Las Vegas, NV

- Co-founder and creator of the DocBeat mobile application that was acquired by Vocera in 2014
- DocBeat provides secure communications functionality between healthcare professionals currently transmitting more than 10k messages per day
- Responsible for integration of the DocBeat product line into the existing application suite at Vocera

Chief Technology Officer
Cantor Gaming

July 2013 - September 2014
Las Vegas, NV

- Responsible for development and operations of technology to support sports book and mobile gaming business of over \$1 billion USD in wagers and \$40 million USD in revenue per year
- Head of department for over 40 engineers and 15 technical operations staff
- Designed and implemented Maven build and deployment environment for over 150 internal code projects in Java, PHP, Android SDK, Flash, Flex, AIR, and AIR for Android
- Managed world's 1st implementation of a proprietary mobile casino solution on board Celebrity's fleet of recreational cruise liners
- Technical and business liaison to partner in China for development and implementation of technology to support China's largest lottery club in Tianjin China

Chief Architect
Cantor Gaming

February 2010 - July 2013
Las Vegas, NV

- Designed and implemented Maven build and deploy environment for over 150 internal code projects in Java, PHP, Android SDK, Flash, Flex, AIR, and AIR for Android
- Rearchitected internal SVN source control system to comply with NGCB (Nevada Gaming Control Board) and Gaming Laboratories International (GLI) regulations for software submissions
- Responsible for code management and submissions of software to Gaming Control board and acted as liaison to the NGCB and GLI technology compliance teams
- Managed overall systems architecture and development practices for a team of 45 developers
- Designed and listed as inventor on patent for secure communications between Adobe AIR for Android and Android SDK applications
- Designed and developed the Cantor Gaming Device Validator and Device Authenticator Service, a multi-platform (Android, iOS, Windows) client/server application which validates device integrity and compliance with NGCB and GLI regulations regarding mobile wagering and location verification (currently in use in the US and Caribbean) to allow the use of Cantor Gaming's application on PCs and mobile devices worldwide

Related Skills

Languages

Expert: C# .NET, Java, JavaScript/TypeScript, Docker, Helm

Proficient: Terraform, HTML, SQL, CSS, UML, JSP, Objective-C, AspectJ

Experienced: PHP, Golang, Scheme, Lisp, Python, VB, Groovy

Frameworks: Dotnet SDK, Entity Framework, Protobuf/gRPC, Android SDK, Maven, Swagger/OpenAPI, Java Spring, JAX-WS/RS, Jersey, ANT, Microsoft.NET, AJAX, Hibernate, jQuery, Cocoa (iOS)

Operating Systems: iOS, Android, Linux, AIX, Mac OS X, Windows

Applications: PostgreSQL, MySQL, Glassfish, MS SharePoint, MS Team Foundation Server, WebSphere, JBoss, MS IIS, Tomcat, Apache HTTPD, MSSQL

Miscellaneous: Proficient in enterprise capacity planning, distributed systems architecture design, system troubleshooting and general maintenance, software configuration management, strong verbal, interpersonal, and written communication skills, excellent problem solving and debugging skills.

Contributions

protoc-gen-js binary for npm Creator/maintainer of npm project that provides binary of protoc-gen-js executable for use in JavaScript projects that use the Google Protobuf framework - <https://github.com/yinzara/protoc-gen-js>

jest-fetch-mock Secondary maintainer of open source project that provides mocking framework for the JavaScript 'fetch' API - 805k weekly downloads - <https://www.npmjs.com/package/jest-fetch-mock>

Google Cloud Terraform Magic Modules Author of Google Cloud Healthcare's [resources and data sources](#) available with the Google Cloud Platform's Terraform provider

Argos: GUI-Based Control for Moving Data Among Multiple Displays. Undergraduate Advanced Project for MIT. 2005. Primary Author.

Activity Zones for Context-Aware Computing. In Ubicomp 2003 Proceedings. 2003. Co-contributor.

Patents - Inventor

US-20240046746-A1 and US-11842607-B2 Gaming through mobile or other devices

US-20230285852-A1 Multi-process communication regarding gaming information

US-20230024654-A1 and US-11455862-B2 Devices for gaming

US-10964162-B2 Kiosk for gaming

Outstanding personal and professional references available upon request