Kyle Close

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EDUCATION

Conestoga | Computer Engineering | Kitchener, ON **Sep 2019 - May 2022**

GPA: 3.7 / 4.0

Relevant Courses: Data Structures & Algorithms, Computer Networking, Object-Oriented Programming, Database Systems, Operating Systems, Harvard CS50 (online)

TECHNICAL SKILLS

Languages: Typescript, Javascript, C#, Python, Go, HTML, CSS

Relevant Technologies: Git, React, Node, Tailwind, Redux, Material UI, .NET, REST APIs, PostgreSQL, SQLite, FastAPI, CI/CD, Agile, Docker, Figma

RELEVANT EXPERIENCE

Conexiom | Software Engineer | Vancouver, BC **May 2022 - Aug 2025**

- Built custom C# integration solutions connecting customer systems to ERP platforms via API, delivering reusable tooling shared across the customer base.
- Proposed and implemented feature updates to an internal web application used to manage customer request queues and developer workflows.
- Wrote unit and integration tests for all new functionality as part of a CI/CD deployment pipeline, and performed QA on internal tool changes prior to release.
- Trained developers on internal processes and shared productivity techniques to streamline team onboarding.

Toyota | Summer Student | Cambridge, ON **May 2021 - Sep 2021**

- Performed airbag installation and vehicle transport on a high-speed RAV4 production line, meeting strict safety and quality standards.

PROJECTS

Progression | Personal Project **2026**

- Built a full-stack workout tracker using React, TypeScript, FastAPI, and SQLite for structured strength training.
- Implements automatic working weight calculations from one rep max percentages and tracks progressive overload across weekly cycles.
- Includes a built-in Stronger by Science linear progression template, plate breakdowns, exercise history, and body weight tracking.

Chess | Personal Project **2025**

- Built a full-stack chess app with a .NET backend and React/TypeScript frontend, featuring real-time move validation and game state management.
- Integrated the Stockfish engine to allow users to play against AI at varying difficulty levels.

Maze Solving Robot | Capstone Project **2022**

- Designed & built small motor car that traverses any non-looping maze and solves it following the shortest path.
- Wrote a custom shortest path algorithm in C.