Kyle Gough

Results-driven front-end developer with a background of over 8 years in programming, and over 2 years of industry experience in the financial and education sectors within diverse international teams. Passionate about experimenting with new technologies and experience with self-motivated projects including my portfolio, bill splitter, trader chatbot, and logical sudoku solver.

Email
kylegough98@gmail.com

Website
kylegough.co.uk

GitHub
github.com/KyleGough

Work Experience

Atom Learning, Front-End Engineer — JULY 2022 - PRESENT

- Took the lead on resolving legacy styling issues and usability bugs that had a demonstrable user impact.
- Built a new interface for parents to track the attainment level of their child.
- Undertook personal projects to introduce animations to aid usability and to launch a Slack GitHub bot for the team.
- Decreased number of users encountering errors by 20% using Sentry and Kibana to bug fix.

Bank of America, Tech Analyst — JULY 2020 - JUNE 2022

- Full-stack developer for multiple regulatory front office applications using Python, JavaScript, and React daily as part of an agile team.
- Strong leadership, communication, and problem solving skills, demonstrated through rapid response to business critical application failures.
- Collaborative and team focused, including training and mentoring less experienced developers.

J.P. Morgan, Hackathon — NOVEMBER 2019

- Code for Good, 24-hr coding hackathon for not-for-profit organisations.

Bank of America, Summer Intern — JUNE 2019 - AUGUST 2019

- Modernised GUI for a new credit tech application using React, JavaScript, Webix, and Less.
- Implemented an interface to retrieve financial instruments data with a configurable dashboard showing graphs and pivot tables.

Bank of America, Spring Intern — APRIL 2018

- Work shadowed teams in Global Technology and Global Markets.
- Enhanced soft skills with workshops, team exercises, and networking events.

Education

University of Warwick, MEng, 1st 2016 - 2020
Master of Engineering (with Honours) in Computer Science, First Class

Maidstone Grammar School 2009 - 2016
A Level - A* in Maths, A in Further Maths, Computing, and Physics
FSMQ - A in Additional Mathematics

Skills

Programming Languages
TypeScript, JavaScript, Python, C#, C++, Java, PHP, Visual Basic, Ruby, MATLAB, Haskell

Web Technologies
React, Next.js, Node.js, HTML, CSS, Tailwind, Heroku, Vercel, Webix, jQuery, Bootstrap, Materialize

Other
SEO, Git, Scrum, Linux, JIRA, Bash, Zsh, SQL, Markdown, LaTeX

Projects

kylegough.co.uk
Portfolio website written in TypeScript, React, Next.js, and TailwindCSS.

ai-space-telescope.com
Gallery of DALLE2 AI generated, Sci-Fi themed images.

Cave Exploration using Swarm AI
Simulates drones exploring randomly generated caves using AI.

Interests
I enjoy broadening and refining my programming skills in my free time, such as creating my portfolio website, logical sudoku solver, and sorting algorithm visualiser. Additionally, my hobbies include bouldering, cycling, guitar, and physics.

References
Brendan James
Head of Engineering - Atom Learning
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