Kyle Gough

Email – kylegough98@gmail.com **GitHub** – github.com/KyleGough **Portfolio** – kylegough.co.uk

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 cross-functional 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.

Work experience

Atom Learning, Front-end Engineer — Jul 2022 – Jan 2023

- 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.
- Decreased number of users encountering errors by 25% using Sentry and Kibana to bug fix.
- Self-motivated to complete additional projects above and beyond the scope of my role to introduce animations to aid usability and to launch a GitHub Slack bot for the team.
- Proactive in liaising with project managers, designers, and other developers to refine goals and requirements.

Bank of America, Technology Analyst — Aug 2020 – Jun 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.

Bank of America, Summer Intern — Jun 2019 – Aug 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.
- Application is now used on a daily basis by the credit tech team.

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, Jest, Heroku, Vercel, Webix, jQuery, Bootstrap, Materialize.

Other

SEO, Git, Scrum, Linux, JIRA, Bash, Zsh, SQL, GitHub Actions, Markdown, LaTeX.

Projects

Portfolio, kylegough.co.uk — Dec 2016 – Jan 2023

- TypeScript, Tailwind, React, Next.js, Jest, Cypress, GitHub Actions, Vercel, Cloudflare.
- Personal portfolio website created to showcase my projects and technical skills. Initially created as a static HTML website, the website has experienced multiple upgrades over the years including migration to PHP, Create React App, and most recently to Next.js.

AI Space Telescope, ai-space-telescope.com — Nov 2022 – Dec 2022

- Gallery of science-fiction themed images generated using the amazing DALLE 2 API.

Logical Sudoku Solver — Nov 2019 – Jan 2020

- Program that can solve expert level Sudoku using only logical techniques (no brute forcing, guessing or backtracking).
- Provides a detailed description of the techniques used at each stage of the solution.

Using Swarm AI to Map a Cave Network — Dec 2018 – Apr 2019

- Cave exploration is dangerous and time-consuming. This project demonstrates how swarm AI could be used in a group of autonomous flying drones to navigate and explore a cave as efficiently as possible.
- Simulations are run within realistic, randomly generated 2D caves.

Graph Algorithm Visualiser, kylegough.github.io/graph-algorithm-visualiser — Apr 2017

- Web app which visualises various graph algorithms on randomised nodes, including: Prim's, Kruskal's, Graham's scan, nearest neighbour, and 2-opt.

Interests

Bouldering, Cycling, Guitar, Physics – Quantum Mechanics, Cosmology.

References

Brendan James

Head of Engineering, Atom Learning

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