Kyle Gough

Results-driven full-stack developer with a background of 7+ years in programming, and 2 years of industry experience in the financial sector within a diverse international team. Passionate about new technologies and experience with self-motivated projects including my portfolio, bill splitter, trader chatbot, and logical sudoku solver.

Email
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Website
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GitHub
github.com/KyleGough

Experience

Bank of America, Tech Analyst — JULY 2020 - PRESENT

- 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.

Delphi Technologies, Work Experience — JUNE 2015

- Practical programming experience with Arduino circuit boards.
- Introduced to C# and C++, used experience to create sorting algorithm visualiser software.

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

Web Technologies and Libraries
React, Node.js, HTML5, CSS, Tailwind, Heroku, Webix, jQuery, Bootstrap, Materialize

Other
Git, SQL, Linux, JIRA, Bash, Zsh, Markdown, LaTeX, Microsoft Office, GLUT, OOP, SEO

Projects

Cave Exploration using Swarm AI
Simulates drones exploring randomly generated cave environments using AI techniques to increase efficiency.

LucidLab
An adaptable, heterogeneous IoT testbed.

Logical Sudoku Solver
Solves expert level Sudoku using only logical techniques.

Sorting Algorithm Visualiser
Visualises and analyses 20 unique sorting algorithms.

Interests

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