Kyle Gough

Full-stack developer with a background of 7 years in programming. Created more than 8 websites and web applications from scratch including my portfolio website, bill splitter web app, and trader chatbot.

Email
kylegough98@gmail.com

Website
kylegough.co.uk

GitHub
github.com/KyleGough

Experience

Bank of America, Tech Analyst
JULY 2020 - PRESENT

Full-stack developer for multiple front office tools. Coding in Python, JavaScript, and React. Responsible for maintaining and supporting UMR applications.

J.P. Morgan, Hackathon
NOVEMBER 2019

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

Bank of America, Summer Intern
JUNE 2019 - AUGUST 2019

Developed GUI for the application QuRVe, a credit tech tool 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 with teams in Global Technology and Global Markets. Participated in skills workshops, teamwork exercises, and networking events.

Delphi Technologies, Work Experience
JUNE 2015

Completed tasks with Arduino circuit boards. Learnt C# and C++.

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
Confident - JavaScript, Python, C#, Java
Comfortable - C++, VB.Net, Haskell
Beginner - C, Ruby, MATLAB

Web Technologies
React, Node.js, HTML, CSS, Sass, Less, PHP, jQuery, Materialize, Bootstrap, MongoDB, Webix

Other
Git, JIRA, Agile, SQL, Windows, Linux (Ubuntu, Manjaro), Bash, Zsh, LaTeX, Alloy, OpenGL, Microsoft Office

Interests

I enjoy developing and broadening 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.

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.