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KYLE MAUNE

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EDUCATION

Georgia Institute of Technology, Atlanta

Jan 2018- May 2020

Master of Science, Computer Science | Machine Learning Specialization

GPA: 3.7/4.0

Coursework: Machine Learning, Reinforcement Learning, Machine Learning for Trading, Operating Systems

University of Michigan - Ann Arbor

Sep 2013 - May 2017

Bachelor of Science in Engineering, Computer Science | Bachelor of Science, Economics

GPA: 3.2/4.0

Coursework: Artificial Intelligence, Statistics & Econometrics, Game Theory, Operating Systems, Mathematics of Finance

TECHNICAL SKILLS: C++, Python, Java, JavaScript, CSS, HTML, MySQL, MATLAB, Git, Scrum/Agile

PROJECTS

NBA Champion Predictor

• Used machine learning methods to train a learner to predict NBA champions based on a list of team stats. Proceeded to scrape player data from the web in order to project player and team stats for next season and then ran the learner on the projected data to predict next season's most likely NBA champion.

Soccer Simulator

 Project to create and simulate a virtual soccer game, using object-oriented programming. Two teams are created, each using a 4-3-3 formation with a goalkeeper, then actions are simulated for each player/team until one team scores 3 goals or time runs out.

Trading Project (In Progress)

• Goal to utilize mathematical methods to attempt to create and optimize simple training strategies and investigate arbitrage opportunities. Also incorporate machine learning methods to continue investigations and attempt to improve predictive ability and performance of the strategies and learners.

EXPERIENCE

Software Engineer | Lime Brokerage

Oct 2019 - Present

- Backend developer for a C++ based trading platform. In this role I use modern C++ techniques and patterns to develop performant, low-latency code
- Designed and built code to configure additional risk checking on orders being processed
- · Configured and deployed ELK stack along with Filebeat to process and monitor logs on all trading hosts

Teaching Assistant | Georgia Institute of Technology

Aug 2019 - Present

 TA for graduate course CS6310 - Software Architecture and Design. In this role I help facilitate students learning of software design principles, as well as grade assignments and assist the Professors and lead TA's with other aspects of the course

Technology Consulting Associate | PricewaterhouseCoopers

Jun 2017 - May 2019

- Developed python scripts to process large amounts of IT incident data and a database to store the data.
- Responsible for leading a team of 5 QA testers based offshore in the testing of an application being developed for a Fortune 500 telecommunications client
- Involved in Advisory Mentorship program as a Peer Buddy to 2 new associates where I assist them in various aspects of acclimating to the company

Tutor | University of Michigan

Sep 2016 - May 2017

- Work one on one with student athletes to enhance their learning experience in various subjects including Mathematics, Economics and Computer Science
- Ran pre-exam review sessions for groups of students

VOLUNTEER

Read Ahead Mentor Sep 2016 - May 2017

 As a mentor/buddy with Read Ahead, I participated in a weekly reading session with a student at a local elementary school during their lunch period. As a mentor my goal is to provide consistent presence and encouragement which will give my mentee the confidence, motivation, and skills to succeed in school and in life.