Kyle Bignell

SENIOR SOFTWARE ENGINEER
TECHNICAL LEAD

Bath

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Summary

Self directed, competent and flexible software engineer who quickly adapts to business requirements in a fast-paced digital environments.

Confident team leader with good project management skills and strong interpersonal qualities. Supports teams throughout the stages of the development lifecycle (e.g. planning, development, QA, UAT) to deliver valuable products in a timely manner. Ensures to understand the needs of all involved parties and effectively communicates them across teams and internal stakeholders to set out a clear and unified direction, that aligns with business goals, for all stages of development projects.

Organises both self and team to develop common understanding of project goals so as to identify, prioritise and delegate work in order to deliver high quality results to deadlines while implementing a beneficial blend of Agile/SCRUM and Waterfall methodologies. Thinks on his feet to effectively manage changes whilst suggesting solutions as he reports on progress and issues to mitigate risks and prevent problems from reoccurring.

Employs analytical and lateral thinking alongside technical ability to streamline processes by automating or optimising them to create time for other valuable work to take place. Believes strongly in the need for well thought out and purposeful UX to ensure adoption of any solutions supplied to users.

Core Competencies

- Software Engineering
- Planning Deliverables
- OOP
- DevOps
- Web Development
- Code Review
- Tooling

- Technical Leadership
- Training & Mentoring
- Interviews & Inductions
- Documentation
- Source Control
- UML
- System Design

- Software / Product Lifecycle
- Task Automation
- Process Optimisation
- Agile & Waterfall Mix
- Continuous Deployment
- Debugging
- Issue Trackers

Technical Skills

Languages
- JavaScript/ TypeScript
- C++
- PHP
- Python
- Bash

Operating Systems
- Windows
- Mac
- Linux

Databases
- MySQL
- PostgreSQL

Tools/ Techniques
- Apache
- Git
- Skype Bot API
- Mocha/ Chai unit testing
- Node
- Gulp
- HTML/ CSS

Professional Experience

Senior Software Engineer - Technical Lead   Jan 2017 - Present
Red7 Mobile (a part of Scientific Games Corporation)

Leading a team of 15+ web developers to produce HTML5 games using TypeScript and WebGL technologies. Responsible for balancing own development work alongside supporting team members.
* Worked alongside management to ensure that development, design, and QA teams worked efficiently together to produce 20 games in the 2017 calendar year.
* Proposed a vision for the further personal and professional development and overall functioning of the studio team leaders group.
* Created and improved both business and technical processes whilst ensuring team members were informed and educated.
* Lead the research, design, and development of a custom web games framework to suit business needs. Prioritised reusable code that enabled the development team to quickly produce a high volume of games.
* Designed and built infrastructure to simplify and optimise day to day tasks. This included an automated game build process, a centralised hosting and testing environment for game clients, a set of web tools to support common development and QA tasks, and a continuous deployment system for new builds with announcements handled via a custom built Skype bot.
* Interviewed potential team candidates to meet growth needs of the business. Trained and mentored colleagues to grow the required skills and improve the effectiveness of the development team.

Software Engineer   May 2015 - Dec 2016
Red7 Mobile (a part of Scientific Games Corporation)

Advanced from a graduate software engineer to a team lead developing HTML5 games.
* Responsible for breaking down project goals into development tasks, organising self and teams, and prioritising tasks to ensure deadlines were met.
* Automated existing build processes to eliminate errors caused by manual work.
* Championed the introduction of a centralised wiki to store and share development team knowledge.
* Championed change control on core frameworks by introducing the use of source control pull requests.
* Lead and mentored a team of 3 developers to produce a set of 4 themed games. Designed the adaption of a common framework to suit the project and helped team members with development problems.

Junior Software Engineer - Placement   Jul 2013 - Jun 2014
Culham Centre for Fusion Energy

Developed and maintained IT systems to support scientists conducting fusion energy research.
* Made use of modern web development frameworks and embraced UX research to deliver business transformation projects by redesigning existing systems to bring them up to date and ensure their efficiency going forward.
* Mentored junior developers beginning their software engineering careers on short-term internships.
* Helped end users understand and troubleshoot problems whilst working on the support desk.

Education

Computer Science - Bachelor's (Honours)   2011 - 2015
University of Bath

Interests & Hobbies

* Kung Fu - Wing Chun
* Website development and technical side projects
* Leadership skills development
* Self education