

Kyle Gough

✉ **Email** – kylegough98@gmail.com

🐙 **GitHub** – github.com/KyleGough

📁 **Portfolio** – kylegough.co.uk

Results-driven front-end software engineer with over 8 years of programming experience and almost 3 years in industry. Experience working in fast-paced environments in the fintech and education tech sectors. Multiple websites and self-motivated projects developed from the ground up.

Experience

Atom Learning, Front-end Engineer

Jul 2022 – Jan 2023

- Responsible for full life cycle delivery of high-impact client facing features. Strong communication and teamwork were required to refine requirements and designs with project managers and designers. Leadership was required to ensure the successful delivery of features to a consistent high quality, within time constraints.
- Built a new interface for parents to track the attainment level of their child, which received positive feedback from customers, particularly for visual appeal and ease of use.
- Performed an audit of the existing UI to identify and resolve styling issues and usability bugs, leading to a demonstrable improvement in end user experience. Decreased number of users encountering errors by 25% using Sentry.
- Demonstrated a self-motivated, proactive and creative approach. Identified opportunities to add value through projects beyond my role. Introduced animations, a brand new feature that received positive user feedback and launched a GitHub/Slack bot which was praised for significantly improving the developer experience across the engineering team.
- Key technologies used: TypeScript, React, CSS-in-JS, and Jest.

Bank of America, Technology Analyst

Aug 2020 – Jun 2022

- Full-stack developer acting as key contact point for multiple business-critical applications of regulatory significance.
- Feature development and process improvement using React, JavaScript, and Python.
- Rapid response problem solving to ensure minimal application down-time. Strong leadership, communication, and problem solving skills were necessary to liaise with end users (traders), identify issues, and coordinate a response rapidly.
- Experience working within a collaborative agile team which spanned multiple continents, including hosting SCRUM calls and training and mentoring less experienced developers.

Bank of America, Summer Intern

Jun 2019 – Aug 2019

- Designed and implemented a new application for use by credit traders which included a configurable dashboard to retrieve financial instrument data and empowered end users with data and graphs to make better trading decisions. Delivered a successful proof of concept to users, then developed the complete production application.

Skills

Programming Languages: TypeScript, JavaScript, Python, C#, C++, Java, PHP, VB.net, Ruby, MATLAB, Haskell.

Web Technologies: React, Next.js, Node.js, HTML, CSS, Tailwind, CSS-in-JS, Jest, Vercel, Webix, Materialize.

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

Projects

Portfolio, kylegough.co.uk

Dec 2016 – Mar 2023

- Personal portfolio website showcasing my projects and technical skills. Continually refined over 6 years with numerous upgrades including migration to PHP, React, and Next.js.
- TypeScript, React, Next.js, Tailwind, Jest, Cypress, GitHub Actions, Vercel, Cloudflare.

AI Space Telescope, ai-space-telescope.com

Nov 2022 – Dec 2022

- Image gallery of black holes and nebulae generated using the DALLE 2 API.

Logical Sudoku Solver

Nov 2019 – Jan 2020

- Solves expert level Sudoku using only logical techniques (no brute forcing, guessing or backtracking).
- Provides a detailed guide through each solution with insightful analytics.

Using Swarm AI to Map a Cave Network

Dec 2018 – Apr 2019

- Simulates how groups of autonomous flying drones can navigate and explore caves as efficiently as possible.
- Generates realistic caves through a pipeline of Perlin noise, cellular automata, and flood-fill algorithms.

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

Apr 2017

- Visualises graph algorithms on randomised nodes, including: Prim's, Kruskal's, Graham's scan, nearest neighbour, and 2-opt.

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

Interests

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

References

Brendan James

Head of Engineering, Atom Learning

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