ANDREW MUNRO

Technical Leader | Solutions Architect | Principal Engineer
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SUMMARY

Full-stack engineer and technical leader with over 12 years of experience delivering scalable, high-availability platforms, primarily in the gambling and iGaming space. I specialise in cloud-native distributed systems, platform architecture, and technical strategy, with a proven track record of leading engineering teams through complex platform transformations and large-scale initiatives.

I bring hands-on expertise across the stack and a pragmatic, product-focused mindset rooted in real-world operations and stakeholder engagement. Comfortable working at both strategic and implementation levels, I excel at aligning technology with product vision, shaping architectural direction, and fostering strong engineering culture in fast-paced, highly regulated environments.

CORE COMPETENCIES

- Technical Leadership & Mentorship
- Cross-Org Technical Strategy
- Architectural Governance, Forums and Decision Making
- Stakeholder Management & Communication

- Frontend Systems (TypeScript, React, React Native, iOS Swift, Kotlin Android, Design Systems)
- Testing Strategy & Tooling (TDD, Unit/Integration, E2E)
- API Design & Development (Rest, GraphQL, WebSockets, Redis, Elastic, SQL + NoSQL)
- Distributed & Event-Driven Systems (Go, Kotlin / Java, Kafka, SNS, SQS)
- Cloud Infrastructure & Automation (AWS, Kuberenetes, Terraform, Helm, GitHub Actions, Jenkins, Cloudflare, Akamai, Cloudfront)
- Observability & Monitoring (Cloudwatch + X-Ray, ELK, Prometheus, Grafana, OTEL, Splunk)

PROFESSIONAL EXPERIENCE

Senior Solutions Architect   2021–Present
FlutterUKI   *Leeds, UK*

- Led a team of 3 architects owning the casino frontend platform, driving architectural quality, scalability, and cohesion across 12 engineering squads while embedding agile best practices.
- Shaped the architectural strategy for migrating an internal gaming business (9M active users, £1B+ annual revenue) onto a unified platform, enabling shared features and reducing operational overhead. Migrated 10k customers per day with no downtime.
- Established cross-domain architectural forums and governance processes, cutting cross-tribe decision-making in half and aligning platform and frontend teams on shared technical direction.
- Acted as on-call Incident Commander during platform outages, coordinating technical response across multiple teams, providing stakeholder comms, and driving post-incident reviews to strengthen resilience.
- Championed adoption of a shared frontend design system across multiple brands, improving UI consistency and accelerating new brand rollout velocity by 50%.

Solutions Architect   2020–2021
Sky Betting and Gaming   *Leeds, UK*

- Designed end-to-end architecture for the gaming and casino platform, aligning business needs with security, scalability, and regulatory compliance across web and mobile.
- Led the successful onboarding of multiple Remote Game Suppliers (RGS), collaborating with cross-functional stakeholders to ensure seamless integration and adherence to compliance standards.

- Produced architectural blueprints, city plans, and technical artefacts adopted by 5+ squads, standardising platform vision and reducing onboarding time significantly.
- Spearheaded Kafka-based ETL and customer personalisation initiatives, enabling real-time targeting and experimentation for over 8M+ active users; partnered with two delivery teams to deliver MVPs to production.

Principal Software Engineer / Technical Lead   2017–2020
Sky Betting and Gaming   *Leeds, UK*

- Led two engineering teams (10+ engineers), balancing 50% hands-on contribution with team leadership, delivery management, and stakeholder engagement. Line-managed 8 engineers, developing multiple team members from junior to senior through structured mentoring, coaching, and feedback.
- Consolidated core backend systems using a federated GraphQL architecture, enabling modular data access across 5 business domains and significantly reducing frontend–backend integration complexity and technical debt.
- Championed AWS adoption by designing and delivering distributed systems using Go, ECS Fargate, Terraform, and cloud-native patterns. Supported high-throughput (16.5k req/min), fault-tolerant services that scaled to 3× platform usage with 99.9% availability over 12 months.
- Scaled the graduate engineering program by leading technical interviews, onboarding sessions, and internal engineering talks.

Senior Software Engineer   2015–2017
Sky Betting and Gaming   *Leeds, UK*

- Played a key role in scaling up Sky Vegas, helping to drive a 4x increase in daily active users during this period and establishing it as the UK's largest online casino.
- Championed adoption of React and moving to a single-page application, driving frontend modernization that reduced page load times by 80% and improved UI responsiveness compared to the legacy LAMP stack.
- Developed performant, responsive UI components while collaborating closely with product managers and backend teams to deliver seamless user experiences and faster feature delivery.

Software Developer   2012–2015
Dubit Limited   *Leeds, UK*

- Delivered engaging browser-based virtual worlds for children, owning projects end-to-end from planning through deployment, consistently meeting deadlines and quality standards.
- Managed full-stack development responsibilities, including estimation, coding, testing, hosting, and client communication, ensuring smooth project delivery and stakeholder satisfaction.
- Built interactive gameplay and social features using modern frontend and backend technologies, contributing to increased user engagement and platform retention.

Co-Founder & Director   2022–Present
Milkshake Games   *Leeds, UK*

- Co-founded and lead a studio specialising in 3D multiplayer web games and immersive experiences.
- Launched golfparty.io, a multiplayer mini-golf game achieving a peak of 20k daily actives and 17+ million gameplays since its 2023 release.
- Architected and built a bespoke, real-time multiplayer game engine from scratch in TypeScript, including backend matchmaking and session management systems.
- Designed and deployed scalable infrastructure leveraging Terraform, container orchestration, and Cloudflare for global reach and performance.
- Lead all technical design, development, deployment, monitoring, and scaling efforts to ensure platform reliability and growth.
- Manage day-to-day business operations including accounting, compliance, marketing, and strategic partnerships.

EDUCATION & QUALIFICATIONS

Scaled Agile, Inc. Jan 2025
Certified SAFe 6 Architect *Online*

BSc (Hons) Computer Science 2010-2014
University of Leeds *Leeds, UK*

· Upper Second-Class Honours (2:1)

A Levels & GCSEs 2004–2010
Norwich School *Norwich, UK*

· 5 A & AS Levels (Grades A–C)

· 9 GCSEs (Grades A–C) including core subjects