

Luke Cross | Full Stack Engineer

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Pragmatic and experienced Lead Full Stack Engineer, experienced in leading remote-first global teams, building high-impact internal web tooling platforms and applications. Bringing a blend of enterprise-scale engineering expertise and startup-style agility. Vast experience in designing and delivering solutions used by thousands of employees worldwide, balancing technical depth with leadership that empowers distributed, remote-first teams to thrive.

Technical Skills

Programming Languages/Technologies: React.js, Next.js, Typescript, Javacript, Node.js, C#, SQL

Industry Software Skills: Git, PostgreSQL, MongoDB, Redis, Terraform, AWS, Azure, Kubernetes, Docker, Grafana, Datadog

Previous Employment

○ Epic Games

Lead Full Stack Engineer

April 2025–Present

Leading a global team of 7 web engineers building internal tooling platforms and applications that help power Fortnite and other critical initiatives across the company. My team focuses on creating scalable, high-impact internal business tools that streamline operations and accelerate development across Epic.

Engineering Management, Full-stack Development, React.js, Next.js, Typescript

○ Epic Games

Senior Full Stack Engineer

October 2024–April 2025

Worked as an individual contributor on the Internal Business Tools team, delivering high-impact internal web applications that supported Fortnite and other critical initiatives across Epic Games. Contributed across the full stack, building scalable platforms that streamlined operations, improved workflows, and enabled teams company-wide to operate more effectively.

Full-stack Development, React.js, Next.js, Typescript

○ Mediatonic Games (Epic Games)

Senior Full Stack Engineer

April 2022–October 2024

Worked as part of a small, high-impact team of 3 web engineers building internal web tooling to support the free-to-play launch and global scale of Fall Guys. Designed and delivered platforms that empowered operational teams, with a particular focus on end-to-end tooling for Player Support, ensuring seamless support experiences for millions of players worldwide.

Full-stack Development, React.js, Typescript, C#

○ BAE Systems Applied Intelligence

Software Engineer/Senior Software Engineer

August 2016–March 2022

Developed and delivered bespoke software systems for the defence sector, working on highly secure and mission-critical applications. Collaborated with cross-functional teams to design, build, and deploy tailored solutions that addressed complex customer requirements while meeting strict security and compliance standards. Contributed across the full software development lifecycle, from requirements gathering through to implementation and long-term support.

Full-stack Development, React.js, Typescript, C#

Microsoft

- *Software Development Engineer in Test* *July 2014–June 2015*

Completed a year-long internship focused on improving product quality and engineering efficiency through automation and testing at scale. Developed and maintained automated test suites, reducing reliance on manual testing and increasing test coverage across critical game features. Built tools and scripts to automate repetitive manual processes, streamlining workflows for the engineering and QA teams.

Test Automation, Python, C#

Education

Academic Qualifications.....

University of Birmingham

- *BSc (Hons) Computer Science with Industrial Year, First Class (83%)* *2012–2016*

Theale Green Sixth Form

- *A levels, Computing (A) Maths (A) Product Design (B)* *2010–2012*

Notable Projects.....

- **Degree Dissertation:** *'Using Twitter sentiment analysis to dynamically rate products and services.'*

A C# ASP.NET MVC web application that provides users a way to find out what the world thinks of a particular product/person/service/event using Twitter Sentiment Analysis.

Personal Achievements

- IBM University Team Challenge prize May 2014
- Vice President of the Computer Science Society May 2013–March 2014
- Merit scholarship for Academic Achievement September 2012
- Computer Science award August 2012
- Gifted and Talented, Fast-track programme September 2005–July 2012

Interests and Hobbies

- Casual games enjoyer
- Keen interest in design and user-experience
- Enjoy participating in team sports such as: football and basketball