Morrison Cole | Software Engineer

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 MorrisonCole

*I'm a Software Engineer (prev. Improbable & Shazam) with
a 1st in Computer Science from UCL and a passion for
Product Management*

Experience

Professional

Improbable   **London**
Software Engineer   *2018–2019*
Unity, C#, Protobufs, Android, Unreal, C++, iOS, GCP, AWS, Elasticsearch, Kibana

I joined Improbable when it was an early-stage startup made up of around 40 people. From there, I worked closely with the leadership and engineering teams as the company grew to over 300 employees, gained international recognition, and became one of a small pack of UK tech unicorns (most recent public funding round: Series B, $502m. led by Softbank).

Some highlights:
o Focused on scalability and distributed systems. Led the effort towards our first-ever successful 1000 player 24-hour soak test of a game world the size of Wales. Involved debugging, profiling, rewriting microservices, etc. at all levels of the stack.
o Represented Improbable in early-stage technical pitches and demos, helped those relationships evolve into significant public partnerships.
o Became the Technical Lead for the Application Development team, shipped libraries that are still used by clients in production today.
o Took on the role of Technical Product Manager to have a more significant impact on the direction of SpatialOS. Owned the core platform microservices.
o Wrote & deployed full-stack prototype tooling on GCP.

                                                                  London
Technical Product Manager   *2016–2018*
I became the second member of the company's new Product organisation. As we hired out the rest of the team, I served as TPM for the Web, SDK, and Core Tech groups.

                                                                  London
Technical Lead   *2015–2016*
Unity, C#, Scala
Formed and headed up the Application Development team, which owned the user-facing SDK for SpatialOS.

Software Engineer   **London**
                                                                                                                 2015–2015
Unity, C#, Scala, React, Play Framework, GCP, MySQL

Created new tooling and filled product gaps quickly for our early-stage customers. Worked directly with our client's engineering and leadership teams to ensure their games were successful.

Shazam (acq. by Apple, 2018)   **London**
Junior Software Engineer   *2014–2015*
iOS, Android, Java (Evaluated Kotlin Beta), Scala, SQLite

Maintained and developed Shazam for Android, a popular app with large scale traffic (100m+ MAUs). Worked directly with the server and iOS teams to ship cross-platform features, including the first release of the signup flow, newsfeed, Spotify integration, and visual recognition.

Software Engineering Intern   *2013–2014*
12 week rotation around the Server, Web, iOS and Android teams.

Education

BSc Computer Science   **First-class Honours**
University College London   *2010–2014*
Modules of interest: *Operating Systems, Compilers, Computer Graphics, Computer Music, Networking and Concurrency, Computational Complexity.*

Industry Specialities

Software: Distributed Systems, Scalability, Mobile Applications, Cloud Computing, Continuous Integration, TDD

Product: Roadmapping, Presentations, Project Management, Technical Sales, Competitor Research, Analytics

Tools & Technologies

Professional Use: Kotlin, Java, C#, Scala, JavaScript, React, Gradle, SBT, Android, Unity, Unreal, Git, npm, SQL, Build Automation (TeamCity / Jenkins)

Academic / Personal Use: iOS, npm, Javascript, C++, C, Python, Go, Swift, Haskell, SVN, Mercurial, Docker

Languages

Native: English
Non-Native: Japanese (around JLPT N4)