|  |  | MORRISON COLE HELLO@MORRISONCOLE.CO.UK  MUSASHINO, TOKYO  +81 (0)80-3703-3772 |
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| EXPERIENCE |  | Unity Technologies Japan / Senior Software Engineer (IC7)DEC 2020 - PRESENT, TOKYO *The world’s leading platform for creating and operating interactive, real-time 3D content.*   * Unannounced product. Standing in for product management as well as backend, frontend, and editor engineering contributions. * Migrated key components of frontend services serving 1000s of users to TS.  Medmain / Software EngineerOCT 2019 - DEC 2020, TOKYO *Series A medical AI startup aiming to be the global provider for digital pathology.*  Took a medical AI product from prototype to production usage in Japanese hospitals.   * Introduced Terraform, enabled our team to deploy cost-effective feature branches. * Advocated consistently for a strong testing culture. Built a test-containers suite for end-to-end testing. Developed a load test for our most crucial customer flow. * Re-wrote our custom authentication with a multi-tenant Auth0 implementation. * Containerized all services, set up CI, distributed logging, horizontal autoscaling of tasks with ECS. Reduced infrastructure costs.  Improbable / Software Engineer -> Technical Lead -> Technical Product ManagerJUN 2015 - APR 2019, LONDON *Improbable develops SpatialOS, a platform that makes it possible to run massive-scale simulations for games, research, and government. Raised $604M to date from SoftBank Vision Fund & others.*  I joined just after their first Series A at ~30 people. Worked closely with the leadership and product teams as the company grew to over 300 employees.   * Focused on scalability and distributed systems. Led the effort towards the first successful 1000 player 24-hour soak test of a game world the size of Wales. * Became the Technical Lead of the Application Development team, which owned the user-facing SDK for SpatialOS. Shipped libraries used in production games. * Alongside the CEO, pitched and led onsite tech demos of SpatialOS. * Created full-stack 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 / Junior Software EngineerNOV 2013 - MAY 2015, LONDON Developed Shazam for Android, a top 10 app with ~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. |
| EDUCATION |  | University College London / Computer Science2010 - 2014, LONDON First Class Honours (~3.8 GPA equivalent). |
| OTHER |  | **Third Nerve /** Founded a games studio, grew to 5 members, shipped on Steam.  **Code in Place /** Section leader for a cohort of 10 students in April 2021.  **Japanese /** Around JLPT N3. |