

## Summary

I am a confident, enthusiastic, and results-oriented individual with strong communication skills and a proven ability to build lasting professional relationships. My career combines technical expertise with leadership and collaboration, demonstrated through my progression to Lead Software Engineer.

After graduating with First-Class Honours in BSc Computer Science from Sheffield Hallam University, I went on to complete an MSc in Digital Technology Solutions. This advanced degree allowed me to explore the technical intricacies of translating business needs into engineering solutions—insights I now apply daily in my professional work. My adaptability has enabled me to thrive in diverse environments, including leading teams on the development of a Cross Product Promotions platform. I excel in stakeholder engagement, risk management, and the implementation of cutting-edge technologies. My hands-on experience allows me to lead with confidence, while also offering support and mentorship where needed.

Outside of work, I am a committed lifelong learner with a passion for adventure and personal development. I'm an avid motorcycle rider, CrossFit enthusiast, mountain and road biker, and an all-round hobbyist. I recently cycled from London to Paris to raise money for Leukaemia - an experience that reflects both my drive and dedication to meaningful causes.

I believe this well-rounded approach enriches my work in Software Engineering. My personal and professional experiences enhance my problem-solving abilities, foster creativity, and enable me to respond to challenges with resilience and clarity. Whether I'm engaging with stakeholders or leading a team, I bring energy, insight and a deep commitment to excellence.

## Career Experience

### **December 2021 – Current – Flutter UKI – Lead Software Engineer / Engineering Manager – Promotions**

- Spearheaded the Common Promotions Platform transformation, aligning multiple brands under a unified system, drastically improving reusability and scalability.
- Applied advanced knowledge of Kafka, Scala, and Kubernetes to modernize and optimize platform capabilities.
- Delivered highly available microservices using Kafka Streams (including Processor API), ensuring improved resiliency, efficiency, and control over data flows.
- Owned end-to-end architecture and orchestration for key promotional features, including Prize Machine and SkyBet Club.
- Led engineering efforts for new initiatives like tiering for SkyBet Club and Prize Machine, coordinating cross-team integration.
- Managed and mentored a team of software engineers; paired regularly to foster skill development and technical growth.
- Acted as a mentor in the graduate engineering program, supporting onboarding and early career progression.
- Oversaw the evolution from a single-product promotions system to a cross-brand platform used across Flutter.

### **March 2021 – December 2021 – Sky Betting & Gaming – Senior Software Engineer – CBSE**

- Led Confluent Cloud architecture design and rollout across multiple Flutter brands.
- Developed a matching engine using Kafka and Elasticsearch, leveraging the Levenshtein distance algorithm for fuzzy matching.
- Hosted high-level stakeholder sessions across PPB, PokerStars, and SBG, advocating for shared Confluent Cloud strategy.
- Demonstrated technical capabilities through live showcases of the CBSE Match Challenge API.

- Contributed to the success of Flutter's first cross-brand engineering squad, setting the foundation for shared development practices.
- Maintained high-quality standards in shared code contributions across brands.

#### **Jan 2019 – March 2021 – Sky Betting & Gaming - Software Engineer – Core Customer Ecosystem**

- Assumed a leading role in developing the Ecosystem cross-business safer gambling data exchange. Played a lead role in designing and delivering the cross-business safer gambling data exchange, from inception through deployment.
- Developed reactive data pipelines in Scala (Monix), Kafka, and deployed on Kubernetes, using functional programming paradigms.
- Supported engineers onboarding to the project, sharing domain knowledge and coding best practices.
- Presented Ecosystem architecture and strategy to senior technical stakeholders.
- Maintained production systems and managed live deployments.

#### **Aug 2018 – Jan 2019 - Sky Betting & Gaming - Tech Academy Graduate – Core Customer – Payments**

I began my career as a Technology Academy Graduate at Sky Betting & Gaming, where I quickly gained hands-on experience delivering impactful engineering work. I contributed to major projects such as integrating Google Pay and implementing Strong Customer Authentication (SCA) for Mastercard, both of which played a critical role in improving customer payment security and accessibility. I also took part in cross-tribe disaster recovery exercises, which gave me early exposure to the importance of operational resilience. During this time, I built and maintained services using Node.js, Docker, and Chef, laying a solid foundation in software delivery and deployment practices.

#### **Relevant Voluntary Work Experience**

**2019 – Current                      Guest Lecturer at Sheffield Hallam University**

#### **Qualifications, Education & Training**

**2024 – {In Progress}      Leeds Beckett University, ILM 3**

**2018 - 2021                      Sheffield Hallam University, MSc (Hons) Digital Technology Solutions.**

**2013 - 2017                      Sheffield Hallam University, BSc (Hons) Computer Science with a year in industry.**  
Achieved: **First Class Honours (79%)** - Awarded Commendation for placing top in cohort.

**2010 - 2012                      Burleigh Community College, Loughborough**  
11 GCSEs at A\*- C including Maths, IT, Science, and English. A Levels: Maths, ICT, Physics (AS level) and Extended Project.

#### **Relevant Skills**

##### **Software Engineering**

- A solid understanding of Scala, Java, Kubernetes, Prometheus, Grafana, JavaScript, Node.js, Docker containerisation, GraphQL, Jenkins, Chef and Kafka, including Confluent Cloud.
- Bash skills used for debugging and supporting live systems from an on-call perspective.
- Understanding of Object-Oriented Programming and Functional Reactive principles.
- Using Git source management.

##### **Other Skills**

- Presentation skills, either to students, colleagues, or stakeholders.
- Working in teams following a form of agile scrum methodology using Kanban boards or scrum to track progress and daily stand-ups.
- Communication skills both verbally and via electronic mediums such as Slack, Teams or Zoom.

**Other Qualifications** Full UK Car & Motorcycle Driving licenses. **Languages:** Fluent in English, Punjabi and Hindi.

*References available upon request.*