

Profile

An experienced Software Engineering Manager with a strong technical foundation, specialising in platform engineering and developer experience. I lead engineering teams building shared internal platforms that improve delivery, reliability, and developer effectiveness at scale.

My background includes significant tenure in technical product leadership, giving me a well-developed product mindset that complements my engineering role. I am comfortable operating at the intersection of people leadership, technical direction, and delivery, ensuring teams are supported, focused, and aligned on outcomes that matter.

I take an analytical, data-led approach to decision-making and technical prioritisation, balancing short-term delivery with long-term platform health. I place a strong emphasis on coaching, mentorship, and creating an inclusive, high-trust environment where engineers can do their best work and grow their careers.

Skills

- Engineering Management & Technical Leadership
- Platform Engineering (Internal Developer Platforms)
- Developer Experience & Enablement
- SQL, Python & Data Literacy
- Metrics, Experimentation & Engineering Health
- Observability, Reliability & Logging
- Mentoring, Coaching & Performance
- Team Growth & Organisational Design
- Cross-Functional Delivery
- Culture, Standards & Ways of Working

Career History

Software Engineering Manager – Web Platform

Marks & Spencer | May 2025 - Present

- Engineering Manager for the Web Platform, leading teams responsible for shared web foundations used across the digital estate.
- Active member of the Engineering Chapter, contributing to organisation-wide standards, ways of working, and technical leadership.

- Strong focus on Developer Experience, reducing friction and cognitive load for engineers through platform capabilities, tooling, and clear standards.
- Championing the responsible and effective use of AI across engineering, exploring practical applications to improve delivery, quality, and developer productivity.
- Partnering closely with Product and Principal Engineers to balance technical health, delivery, and long-term platform strategy.

Head of Product – Internal Developer Platform

Marks & Spencer | Oct 2023 - May 2025

- Leading a team of 7 platform product managers across a broad platform portfolio with 50+ engineers and a £14m budget. Spanning Web, Mobile, APIs (incl. GraphQL), Runtime, Events, Experimentation, and Developer Experience with an internal user base of ~1800 engineers.
- Partnered with engineering leadership to shape and execute a multi-year developer platform strategy.
- Defined platform adoption strategies to drive standardisation and reusability, reducing cognitive load and accelerating software delivery across engineering.
- Established developer experience and engineering metrics as core performance indicators.
- Evangelised technical product management skills, securing funding to train and hire product managers with strong platform expertise.

Senior Product Manager – Internal Developer Platform

Marks & Spencer | Jan 2020 – Oct 2023

- Led the product development of internal developer runtime platforms, providing streamlined and effective tooling for engineering teams and managing a multi-million pound budget across platform initiatives.
- Defined API and platform strategies, ensuring usability, security, and scalability.
- Shifted teams to data-driven product management, embedding measurement and experimentation.
- Improved DevEx through automation and self-service tooling, reducing friction for engineers.

Senior Technical Project Manager – Core Technology Platforms

Product Madness | Mar 2018 – Jan 2020

- Managed technical teams working on core game platform, DevOps, and infrastructure.
- Ensured more of the code base was reused, reducing cost and time to market.

- Improved team flow and feature visibility across the org through adaptive processes.

Tech & Project Management Career Progression

Marks & Spencer | May 2011 – Mar 2018

- Progressed from Business Analyst to Senior Technical Project Manager, shaping M&S's retail technology landscape.
- Delivered multiple POS & payments projects, introducing automated build and test pipelines.
- Served as an Agile Champion, driving best practices across engineering teams.

Ongoing Learning

- Certified Platform Engineering (In Progress) – 6-Month Course (2025)
- Currently completing an intensive 100-day Python boot camp. The course focuses on object-oriented programming, APIs, and data processing.

Education

- MSc Computer Science (Distinction) – University of Hertfordshire (2011)
- BEng (Hons) Aerospace Engineering with Astronautics – Kingston University (2007)

Professional Training & Certifications

- Certified Platform Engineering Practitioner – Aug 2025
- Certified Platform Engineering Professional – Aug 2025
- SAFe 5.0 Agilist