

ANDREW MUNRO

Technical Leader | Solutions Architect | Principal Engineer
Leeds, UK | andrew@mun.sh

SUMMARY

Technical leader and senior architect with 12+ years of experience spanning software engineering, platform architecture, and technical strategy. Proven ability to drive end-to-end system design, mentor engineering teams, and lead large-scale transformation initiatives. Skilled in building distributed cloud-native platforms, fostering cross-functional alignment, and shaping long-term technical direction. Experienced in both deep technical work and organizational leadership across domains. Skilled communicator and collaborator, with a passion for building high-performing teams and driving technical excellence.

CORE COMPETENCIES

- Technical Leadership & Mentorship
- Cross-Org Technical Strategy
- Architectural Governance & Forums
- Stakeholder Management & Communication
- Frontend Systems (TypeScript, React, React Native, Native iOS/Android, Design Systems)
- Testing Strategy & Tooling (TDD, Unit/Integration, E2E)
- Distributed & Event-Driven Systems (Go, Java, Kafka)
- Edge Delivery & CDN (Akamai, Cloudflare)
- Cloud Infrastructure & Automation (AWS, Kubernetes, Terraform, Helm)
- CI/CD & GitOps (GitHub Actions, Jenkins, CodePipeline)

PROFESSIONAL EXPERIENCE

- | | |
|---|----------------------------------|
| Senior Solutions Architect
<i>FlutterUKI</i> | 2021–Present
<i>Leeds, UK</i> |
| <ul style="list-style-type: none">· Lead a team of architects responsible for the casino frontend platform, driving architectural quality, scalability, and cohesion across multiple engineering squads.· Mentor and manage team members, including recruitment and professional development.· Established new technical decision-making forums and architectural governance structures.· Oversaw strategy and implementation for a major platform transformation, onboarding an internal business onto the shared technology stack.· Led initiatives across Kafka ETL pipelines, promotional systems, and personalized customer experiences.· Drove adoption of frontend design systems and modernization across the platform.· Serve as on-call Incident Commander, coordinating multiple engineering teams during platform outages and driving structured post-incident reviews for resilience improvements. | |
| Solutions Architect
<i>Sky Betting and Gaming</i> | 2020–2021
<i>Leeds, UK</i> |
| <ul style="list-style-type: none">· Defined end-to-end architecture for the gaming and casino platform, balancing business needs with security, scalability, and compliance.· Led architectural design and delivery for a company-wide SSO-to-OAuth migration.· Supported engineering and product teams across native mobile app development, promotion systems, and third-party integrations (e.g. Figma, Bitrise).· Delivered architectural blueprints, city plans, and documentation for cross-team alignment. | |

Principal Software Engineer / Technical Lead

2017–2020

*Sky Betting and Gaming**Leeds, UK*

- Directed two engineering teams (Gaming Services & Admin) across 5–10 engineers each, focusing on platform backend services and internal CMS.
- Designed and implemented distributed systems using Go, AWS, Terraform, and cloud-native patterns.
- Rebuilt major backend systems using a federated GraphQL architecture, enabling modular service boundaries and API scalability.
- Balanced hands-on technical work (50%) with team leadership and delivery management.
- Led hiring, mentoring, and coaching across engineering teams; helped grow the graduate program with technical interviews, training talks, and direct mentorship.

Senior Software Engineer

2015–2017

*Sky Betting and Gaming**Leeds, UK*

- Played a key role in scaling Sky Vegas to become the UK's leading online casino platform.
- Championed the adoption of React, leading frontend modernization from a legacy LAMP stack.
- Built performant, responsive UI components and collaborated closely with product and backend teams.

Software Developer

2012–2015

*Dubit Limited**Leeds, UK*

- Delivered browser-based virtual worlds for children, owning projects end-to-end from planning through deployment.
- Fullstack responsibilities included estimation, development, testing, hosting, and client communication.
- Built engaging gameplay and social features using modern frontend and backend stacks.

Co-Founder & Director

2022–Present

*Milkshake Games LTD**Leeds, UK*

- Co-founded a multiplayer web-based mini-golf game that reached 17+ million gameplays post-2023 launch.
- Built custom real-time game engine from scratch in TypeScript, including backend matchmaking and session management.
- Designed and deployed infrastructure using Terraform, containers, and Cloudflare for global scale.
- Owns all aspects of game development, deployment, and business operations (accounting, taxes, partnerships).
- Demonstrated entrepreneurial initiative and technical ownership in launching and scaling a live consumer game.

EDUCATION & QUALIFICATIONS

Scaled Agile, Inc.

Jan 2025

*Certified SAFe 6 Architect**Online***BSc (Hons) Computer Science**

2010–2014

*University of Leeds**Leeds, UK*

- Upper Second-Class Honours (2:1)

A Levels & GCSEs

2004–2010

*Norwich School**Norwich, UK*

- 5 A & AS Levels (Grades A–C)
- 9 GCSEs (Grades A–C) including core subjects