

ANDREW MUNRO

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

SUMMARY

Full-stack engineer and technical leader with over 12 years of experience delivering scalable, high-availability platforms in the gambling and iGaming space. I specialise in cloud-native distributed systems, platform architecture, and technical strategy, with a strong track record of leading cross-functional engineering teams through complex initiatives—ranging from greenfield builds to large-scale platform transformations. I bring hands-on expertise across the stack (both frontend and backend) and a pragmatic, delivery-focused mindset rooted in real-world operations and stakeholder engagement. Comfortable operating at both strategic and implementation levels, I excel at aligning technology with product vision, shaping architectural direction, and fostering engineering culture in fast-paced, regulated environments.

CORE COMPETENCIES

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

PROFESSIONAL EXPERIENCE

Senior Solutions Architect

FlutterUKI

2021–Present

Leeds, UK

- Lead a small 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.
- Serve as an on-call Incident Commander, coordinating multiple engineering teams during platform outages and driving structured post-incident reviews for resilience improvements.
- Oversaw strategy and implementation for a major platform transformation, onboarding an internal business onto a shared technology stack.
- Led initiatives across Kafka ETL pipelines, promotional systems, and personalized customer experiences and experimentation.
- Drove adoption of frontend design systems, ensuring consistency and modernization across the platform.

Solutions Architect

Sky Betting and Gaming

2020–2021

Leeds, UK

- 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-founder and director of a small studio that specialises in building 3d multiplayer web games and experiences.
- Released golfparty.io, a multiplayer mini-golf game that reached 17+ million gameplays post-2023 launch.
- Built a bespoke game engine from scratch in TypeScript, including backend matchmaking and session management.
- Designed and deployed infrastructure using Terraform, containers, and Cloudflare for global scale.
- Own all aspects of technical design, development, deployment, monitoring and scaling.
- Responsible for day to day business operations - accounting, compliance, marketing and partnerships.

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