

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, primarily in the gambling and iGaming space. I specialise in cloud-native distributed systems, platform architecture, and technical strategy, with a proven track record of leading engineering teams through complex platform transformations and large-scale initiatives.

I bring hands-on expertise across the stack and a pragmatic, product-focused mindset rooted in real-world operations and stakeholder engagement. Comfortable working at both strategic and implementation levels, I excel at aligning technology with product vision, shaping architectural direction, and fostering strong 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 <i>FlutterUKI</i>	2021–Present <i>Leeds, UK</i>
<ul style="list-style-type: none">· Led a team of 3 architects owning the casino frontend platform, driving architectural quality, scalability, and cohesion across 12 engineering squads while embedding agile best practices.· Shaped the architectural strategy for migrating an internal gaming business (8M active users, £500M+ annual revenue) onto a unified platform, enabling shared features and reducing operational overhead. Migrated 10k customers per day with no downtime.· Established cross-domain architectural forums and governance processes, cutting cross-tribe decision-making in half and aligning platform and frontend teams on shared technical direction.· Acted as on-call Incident Commander during platform outages, coordinating technical response across multiple teams, providing stakeholder comms, and driving post-incident reviews to strengthen resilience.· Championed adoption of a shared frontend design system across multiple brands, improving UI consistency and accelerating new brand rollout velocity by 50%.	
Solutions Architect <i>Sky Betting and Gaming</i>	2020–2021 <i>Leeds, UK</i>
<ul style="list-style-type: none">· Designed end-to-end architecture for the gaming and casino platform, aligning business needs with security, scalability, and regulatory compliance across web and mobile.· Led the successful onboarding of multiple Remote Game Suppliers (RGS), collaborating with cross-functional stakeholders to ensure seamless integration and adherence to compliance standards.	

- Produced architectural blueprints, city plans, and technical artefacts adopted by 5+ squads, standardising platform vision and reducing onboarding time significantly.
- Spearheaded Kafka-based ETL and customer personalisation initiatives, enabling real-time targeting and experimentation for over 8M+ active users; partnered with two delivery teams to deliver MVPs to production.

Principal Software Engineer / Technical Lead

Sky Betting and Gaming

2017–2020

Leeds, UK

- Led two engineering teams (10+ engineers), balancing 50% hands-on contribution with team leadership, delivery management, and stakeholder engagement. Line-managed 8 engineers, developing multiple team members from junior to senior through structured mentoring, coaching, and feedback.
- Consolidated core backend systems using a federated GraphQL architecture, enabling modular data access across 5 business domains and significantly reducing frontend–backend integration complexity and technical debt.
- Championed AWS adoption by designing and delivering distributed systems using Go, ECS Fargate, Terraform, and cloud-native patterns. Supported high-throughput (16.5k req/min), fault-tolerant services that scaled to 3× platform usage with 99.9% availability over 12 months.
- Scaled the graduate engineering program by leading technical interviews, onboarding sessions, and internal engineering talks.

Senior Software Engineer

Sky Betting and Gaming

2015–2017

Leeds, UK

- Played a key role in scaling up Sky Vegas, helping to drive a 4x increase in daily active users during this period and establishing it as the UK's largest online casino.
- Championed adoption of React and moving to a single-page application, driving frontend modernization that reduced page load times by 80% and improved UI responsiveness compared to the legacy LAMP stack.
- Developed performant, responsive UI components while collaborating closely with product managers and backend teams to deliver seamless user experiences and faster feature delivery.

Software Developer

Dubit Limited

2012–2015

Leeds, UK

- Delivered engaging browser-based virtual worlds for children, owning projects end-to-end from planning through deployment, consistently meeting deadlines and quality standards.
- Managed full-stack development responsibilities, including estimation, coding, testing, hosting, and client communication, ensuring smooth project delivery and stakeholder satisfaction.
- Built interactive gameplay and social features using modern frontend and backend technologies, contributing to increased user engagement and platform retention.

Co-Founder & Director

Milkshake Games LTD

2022–Present

Leeds, UK

- Co-founded and lead a studio specialising in 3D multiplayer web games and immersive experiences.
- Launched golfparty.io, a multiplayer mini-golf game achieving 17+ million gameplays since its 2023 release.
- Architected and built a bespoke game engine from scratch in TypeScript, including backend match-making and session management systems.
- Designed and deployed scalable infrastructure leveraging Terraform, container orchestration, and Cloudflare for global reach and performance.
- Lead all technical design, development, deployment, monitoring, and scaling efforts to ensure platform reliability and growth.
- Manage day-to-day business operations including accounting, compliance, marketing, and strategic partnerships.

EDUCATION & QUALIFICATIONS

Scaled Agile, Inc.

Certified SAFe 6 Architect

Jan 2025

Online

BSc (Hons) Computer Science

University of Leeds

2010-2014

Leeds, UK

- Upper Second-Class Honours (2:1)

A Levels & GCSEs

Norwich School

2004–2010

Norwich, UK

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