

# Ben Morrow

## Senior Full Stack Engineer

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### Education

BSc (Hons)  
Computer Science  
University of Manchester  
Graduated June 2009

Computer Science  
Undergraduate  
St. John's College  
Cambridge University  
2002-2003

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### Languages & Platforms

Python  
Java  
C++/ObjC  
JavaScript/node/Dart  
React  
Actionscript  
HTML5/CSS  
SQL  
ML/OCAML  
AWS/GCP  
Docker  
GraphQL  
Unix/Linux/Bash

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### Software

Xcode/iOS  
Adobe Creative Suite  
Eclipse  
Git  
Mongo/MySQL/Redis  
Maya/Cinema4D

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*I am a passionate product-focused senior engineer with strong management and usability experience. I am fascinated by the boundaries of new mediums and permanently search for opportunities at the intersection of new technologies.*

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### BlippAR / Senior Backend Engineer

April 2016 - May 2017  
blippar.com

Created major infrastructure for BlippAR, a series D Augmented Reality (AR) company specializing in visual recognition and AR+3D content for major global brands.

- Created a media processing pipeline using flask, docker, rancher, AWS Elastic Transcoder, AWS SNS
- Obviated several legacy services with simple AWS Cloudfront solution.
- Created a new AR content container format (bb3) designed for advanced adaptive loading of 3D content
- Architected and implemented the API for BlippAR's CMS refresh using cutting edge GraphQL approach

### Symmetry Labs / COO, Co-Founder

March 2015 - Present  
symmetrylabs.com

Symmetry Labs is a design and technology company building the future of reactive lighting. Secured angel investment. Delivered several large interactive installations for large clients including: Google, Eric Prydz, Uber, Salesforce, Super Bowl City and others. In March 2016 I transitioned to an advisory capacity.

- Optimized HTML5/WEBGL shaders (GLSL)
- Built out WebGL/HTML5/Dart/threejs/WebAudio rendering system
- Created DMX protocol control system for 30+ show DJ tour (Giraffage)
- Scripted Animation and rendering in Cinema4D
- Site hosting on Amazon AWS/S3/Cloudfront

**Blue Shell Games / Engineering Manager**

March 2014 - March 2015

blueshellgames.com

Managed the engineering department of an independent game studio (~15 people). Delivered 10x speed increase in Blue Shell Games' main content pipeline through creating automation tools and migrating back-end systems to a node cluster. This allowed multiple teams and apps in production to share code effectively.

**Blue Shell Games / Senior Software Engineer**

February 2013 - March 2014

blueshellgames.com

Architected and built features for 1M daily active users of Facebook game Lucky Slots as a full-stack developer in Objective C, Python, Actionscript, Coffeescript and Javascript. Created full-stack features (progressive jackpot, powerups) directly impacting company revenues.

**Wild Rover Productions Ltd / Contractor**

September 2012 - Jan 2013

wild-rover.com

Authored a multi-device platform for prototyping new TV game-shows and creating supporting apps. Built in Adobe Air with native extensions. The platform has been used multiple times in a studio environment to prototype new game-shows.

**Idle Games Inc / Senior Software Engineer**

February 2011 - September 2012

Created major game features and interactions for a bleeding edge social game as part of an expert client application team. Major features included: tutorial system, guild system, trade and leaderboards. Idle Worship was a critically acclaimed social game in which players are the "god" of their own island in a multi-player, synchronous, unsharded universe. The game was nominated for multiple awards including a 2012 GDC innovation award.

**Wild Rover Productions Ltd / Contractor**

February 2011 - September 2012

wild-rover.com

Designed and built a system for prototyping the UK's BBC-commissioned National Lottery game-show, Secret Fortune. The system was instrumental in achieving commission of four seasons on BBC One and many international commissions since.

**ConstantComedy LLP / Creative Director, Founder**

September 2006 - December 2008

Created a new form of entertainment technology based on the "gong show" format. Successfully raised £250,000 seed-funding from the Northern Irish government. Created a custom Java server for synchronizing video for simultaneously watching clients. The company was nominated for the 2007 Media Guardian Innovation Award.