

Luke Howsam

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Pragmatic Software Engineer who leads with compassion while delivering quality software solutions that drive business success. Comfortable with navigating complex codebases at scale, adapting to new environments & ensuring development strategy aligns with business needs

Technical skills:

- React Native, Expo, Firebase etc.
- React.js, Next.js, meta react-frameworks
- TypeScript + JavaScript
- Server-side rendering approaches
- State management - React context, hooks, Redux, RTK etc.
- React Native
- Node.js, Express
- GraphQL (client + server)
- SCSS/CSS/CSS-in-JS
- Cloud - AWS (ECS, S3, lambda etc.), Azure (Functions, app-service, containers etc.), Vercel etc
- Terraform / ARM templates/infrastructure as code
- Docker / Containerisation
- Automated testing tools - Cypress, Playwright, Selenium etc.
- Jest, React testing library etc.
- SQL - PostgreSQL MySQL etc
- GitHub, Git, GitLab, BitBucket etc
- Python (scripting + frameworks)
- CI/CD - Github actions, Jenkins etc
- Jira/Trello/Confluence etc

Experience:

Software Developer - Flutter UKI / Sporting Life + TimeForm (Jan 2025 - Present):

Currently working at a UK-based sporting/media company where I work on things like greenfield React Native projects, frontend + backend services, along with AWS/Azure infrastructure that is responsible for serving millions of customers per month

Highlights:

- Spearhead development on a greenfield react native project (migrating existing Kotlin + Swift codebase to React Native)
- Work within a distributed team (UK and Poland)
- Contribute to Frontend and Backend projects (Next.js, Node.js, Postgres, etc.)
- Maintain IAC (infrastructure as code) and cloud platforms
- PR/Code review
- Ensuring high quality of code via unit, integration and e2e testing features
- Maintain CI/CD pipelines and look for opportunities for improvement
- Work with libraries such as Redux, Zustand, Expo, React Navigation, expo-router, etc. daily

Software Developer - Sky Betting and Gaming (Aug 2023 - Nov 2024):

Worked at a UK-based betting company in the gaming experience tribe, where I supported and developed new features on frontend and serverless microservices that serve millions of customers each month

Highlights:

- Work with various third-party and internal services (legacy and new alike) to deliver scalable solutions
- Feature work on internal monorepos to provide internal NPM packages as well as maintain + build features for various frontend projects
- Work with libraries like Next.js, React, GraphQL, Redux, etc daily
- Utilise feature flags and a/b testing technologies to reduce risk when needed
- PR/code review
- Unit testing (Jest, React testing library etc.)
- Actively participate in ceremonies (Retro, refinement, project planning etc.)
- Participate and lead in the migration and refactoring of existing services to support new areas of the business
- Improve existing infrastructure via infrastructure as code
- Maintenance and support on AWS services (Lambda, ECS, etc.)

Software Engineer - Hive IT (May 2022 - Aug 2023):

Worked at a digital agency with private/public sector clients on a variety of projects ranging in size

Highlights:

- Migrated a legacy monorepo over to modern tooling, thus reducing CI build times and improving developer experience significantly
- Work with various design systems/tooling
- Work closely with POs, clients & delivery teams
- Work with various meta frameworks such as React.js, Next.js, Sanity.io etc. on projects ranging in size
- PR / code review
- Unit tests (Jest, RTL etc.)
- Actively take part in scrum ceremonies (retros, backlog refinement etc.)

Junior Software Tester - Hive IT (Oct 2020 - May 2021) // Software Tester - Hive IT (May 2021 - May 2022)

Initially started at Hive as a Junior software tester to take over from the previous tester. I then built up skills in automated and manual testing to aid in the maintenance of large and small projects and worked on

improving the existing testing culture within the company to reduce technical debt & improve developer happiness

Highlights:

- Worked with other testers to devise testing plans & help provide support to Junior testers
- Reduce automated test runs in CI from 50 minutes to 20+ minutes, aiding in deployment velocity.
- Maintenance of large suites of automated tests
- Manual + automated testing
- Actively take part in scrum ceremonies (retros, backlog refinement etc.)
- Tailoring test plans to meet the needs of individual projects