

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

Worked at a UKI-based betting company in the gaming experience tribe where I supported and develop 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 on a daily basis
- 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.)

Software Tester - Hive IT (May 2021 - May 2022)

Worked on improving the existing testing culture within the company to reduce technical debt and improve 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.)

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

Worked as a Junior software tester to take over from the previous tester. Built up testing skills both automated and manual to aid in the maintenance of large and small projects

Highlights:

- Automated, manual, non-functional & exploratory testing
- Creation + maintenance of CI/CD pipelines
- Ensure projects meet client expectations around performance, quality & security.
- Tailoring test plans to meet the needs of individual projects