

MORRISON COLE

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EXPERIENCE

Medmain / Software Engineer

OCT 2019 - PRESENT, TOKYO

Series A medical AI startup aiming to be the global provider for digital pathology.

Took our medical AI product from prototype to production usage with an initial group of Japanese hospitals.

- Introduced Terraform to manage our infrastructure, enabled our team to deploy cost-effective feature branches dynamically for testing.
- Advocated consistently for a strong testing culture. Built a test-containers suite for end-to-end testing. Developed a load test for our most crucial customer flow.
- Re-wrote our custom authentication solution with an OIDC-compliant multi-tenant Auth0 implementation.
- Containerized all services, set up continuous integration, distributed logging, horizontal autoscaling of tasks with ECS. Reduced infrastructure costs.

Improbable / Software Engineer -> Technical Lead -> Technical Product Manager

JUN 2015 - DEC 2018, LONDON

Improbable develops SpatialOS, a platform that makes it possible to run massive-scale simulations for games, research, and government. Raised \$604M to date from SoftBank Vision Fund & others.

I joined just after their first Series A at ~30 people. Worked closely with the leadership and product teams as the company grew to over 300 employees.

- Focused on scalability and distributed systems. Led the effort towards our first successful 1000 player 24-hour soak test of a game world the size of Wales. Involved debugging, profiling, rewriting microservices, etc. at all levels of the stack.
- Became the Technical Lead of the Application Development team, which owned the user-facing SDK for SpatialOS. Shipped libraries used in production games.
- Alongside the CEO, pitched and led onsite tech demos of SpatialOS.
- Created full-stack tooling and filled product gaps quickly for our early-stage customers. Worked directly with our client's engineering and leadership teams to ensure their games were successful.

Shazam / Junior Software Engineer

NOV 2013 - MAY 2015, LONDON

Developed Shazam for Android, a top 10 app with ~100m MAUs. Worked directly with the Server and iOS teams to ship cross-platform features, including the first release of the signup flow, newsfeed, Spotify integration, and visual recognition.

EDUCATION

University College London / Computer Science

2010 - 2014, LONDON

First Class Honours (~3.8 GPA equivalent).

OTHER

Improbable / Invited to the Alumni Programme (retained stock options).

Third Nerve / Founded a games studio, grew to 5 members, shipped on Steam.

Japanese / Around JLPT N3.