MORRISON COLE

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EXPERIENCE

Unity Technologies Japan / Senior Software Engineer

DEC 2020 - PRESENT, TOKYO

The world's leading platform for creating and operating interactive, real-time 3D content.

– Full-stack development on an unannounced project.

Medmain / Software Engineer

OCT 2019 - DEC 2020, TOKYO

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

Took a medical AI product from prototype to production usage in Japanese hospitals.

– Introduced Terraform, enabled our team to deploy cost-effective feature branches.
– 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 with a multi-tenant Auth0 implementation.
– Containerized all services, set up CI, distributed logging, horizontal autoscaling of tasks with ECS. Reduced infrastructure costs.

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

JUN 2015 - APR 2019, 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 the first successful 1000 player 24-hour soak test of a game world the size of Wales.
– 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.
Code in Place / Section leader for a cohort of 10 students in April 2021.
Japanese / Around JLPT N3.