

# Morrison Cole | Software Engineer

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MorrisonCole

*I'm a Software Engineer (prev. Improbable & Shazam) with  
a 1st in Computer Science from UCL and a passion for  
Product Management*

## Experience

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### Professional.....

#### **Medmain Inc.**

*Software Engineer, Server*  
Kotlin, Docker, AWS, Spring

**Tokyo**

*2019–now*

Building server infrastructure from the ground up with Kotlin.

#### **Improbable**

*Software Engineer*

Unity, C#, Protobufs, Android, Unreal, C++, iOS, GCP, AWS, Elasticsearch, Kibana

**London**

*2018–2019*

I joined Improbable when it was an early-stage startup made up of around 40 people. From there, I worked closely with the leadership and engineering teams as the company grew to over 300 employees, gained international recognition, and became one of a small pack of UK tech unicorns (most recent public funding round: Series B, \$502m. led by Softbank).

Some highlights:

- Focused on scalability and distributed systems. Led the effort towards our first-ever 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.
- Represented Improbable in early-stage technical pitches and demos, helped those relationships evolve into significant public partnerships.
- Became the Technical Lead for the Application Development team, shipped libraries that are still used by clients in production today.
- Took on the role of Technical Product Manager to have a more significant impact on the direction of SpatialOS. Owned the core platform microservices.
- Wrote & deployed full-stack prototype tooling on GCP.

*Technical Product Manager*

**London**

*2016–2018*

I became the second member of the company's new Product organisation. As we hired out the rest of the team, I served as TPM for the Web, SDK, and Core Tech groups.

*Technical Lead*

**London**

*2015–2016*

Unity, C#, Scala

Formed and headed up the Application Development team, which owned the user-facing SDK for SpatialOS.

*Software Engineer*

Unity, C#, Scala, React, Play Framework, GCP, MySQL

Created new 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.

**London**

2015–2015

**Shazam (acq. by Apple, 2018)**

*Junior Software Engineer*

iOS, Android, Java (Evaluated Kotlin Beta), Scala, SQLite

Maintained and developed Shazam for Android, a popular app with large scale traffic (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.

**London**

2014–2015

*Software Engineering Intern*

12 week rotation around the Server, Web, iOS and Android teams.

2013–2014

## Education

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**BSc Computer Science**

*University College London*

Modules of interest: *Operating Systems, Compilers, Computer Graphics, Computer Music, Networking and Concurrency, Computational Complexity.*

**First-class Honours**

2010–2014

## Industry Specialities

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**Software:** Distributed Systems, Scalability, Mobile Applications, Cloud Computing, Continuous Integration, TDD

**Product:** Roadmapping, Presentations, Project Management, Technical Sales, Competitor Research, Analytics

## Tools & Technologies

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**Professional Use:** Kotlin, Java, C#, Scala, JavaScript, React, Gradle, SBT, Android, Unity, Unreal, Git, npm, SQL, Build Automation (TeamCity / Jenkins)

**Academic / Personal Use:** iOS, npm, Javascript, C++, C, Python, Go, Swift, Haskell, SVN, Mercurial, Docker

## Languages

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**Native:** English

**Non-Native:** Japanese (around JLPT N4)