Sam Morrow

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I am a full-stack software engineer, dedicated to life-long learning with a love for solving challenging problems. I was previously a professional drummer.

WORK EXPERIENCE

Jump   **Aug 2017–Present**
Senior Software Engineer   Amsterdam, Netherlands

- Built a cache using Redis for our job recommendations pipeline (mostly Python / Django), so we were able to stop calculating them on-demand, enabling us to send tens of thousands of emails in a short space of time, with job recommendations for the current week - a process that took days, and now takes a few hours, mostly constrained by hubspot API calls.
- Implemented technical SEO, and architected the auto-generated site structure to go from almost no search traffic to thousands of clicks a day, and > 50k Google crawls daily. As part of SEO improvements I also decreased site loading times dramatically.
- Developed the Webpack / Circle CI / Cloudfront build to produce static assets such as immutable JS chunks, and publish them to S3 with a fallback to our app server so we have seamless deploys to production with fast and efficient delivery of assets.
- Collaborated with the designer to redesign the entire site, building up a library of generic, themed components to help isolate the design from the functional parts of the site, so new sections and future redesigns are comparatively trivial to complete.
- Managed other front-end developers, assigning tickets, reviewing code and reporting on project progress to stakeholders, while continuing to deliver on my full-stack development work.

Adobe   **Jan 2020-Oct 2020**
Software Contractor (Part-Time)   Amsterdam, Netherlands

- Worked extensively on the Universal / Deep linking in their Obj-c/C++ Aero App (Adobe's augmented reality offering) to ensure a good linking experience from all platforms (including captive portals such as Facebook and Instagram) - working on everything from the fallback landing pages, which load when the App cannot be loaded directly - to the codebase of the app itself, so for example universal links could be pasted within AR experiences, and would immediately load in the App without going via a web browser.
- Liaised with a third party partner and the senior engineer responsible for the Aero App to rectify a race-condition in a third party tool that was causing a bad user experience, resulting in broken links.
- Prototyped a web platform for converting web assets between various 3d formats, bootstrapping the entire project myself, and delivering a working prototype at the end.

IntelliSense.io   **2014–2017**
Software Engineer   Cambridge, UK

- Built the bare-metal kubernetes cluster infrastructure that enabled us to deliver cloud, local and hybrid deployments of our IoT system to customers ranging from fabrications to large mining corporations. This involved writing all the yaml configurations for the services and ingress etc. choosing a tool for networked file storage so that we could have persistent data for database instances. Configuring all the deploy automation for our git based workflow into the Kubernetes cluster. I also wrote scripts to automate the creation of our kube clusters so we could easily produce new ones.
- Created an in-kubernetes VPN for our data science and devops teams.
- Developed the front-end platform for delivering real-time analytics, with live charting and customisable dashboards to view the data.
- Managed front-end developers and trained the entire team on Kubernetes and related technologies.

BBC   **2013–2014**
Web App Developer   Belfast, UK

- Built a variety of internal tools such as a system to manage the in-house equipment store, tracking who was using what and enabling a bar-code scanner interface.
- Moved my team to using git, and deployed a git server on the internal IIS servers as we were not able to use a cloud solution, and until I got the team used to git, I wouldn't be able to make the case for using internal Github. I then automated our deploys using git, which the team successfully adopted from then on.
- Delivered bespoke web pages with a quick turn-around for events, such as a website for the Northwest 200 Motorcycle race.
- Worked on gameshow software, providing technical support for demos to commissioners.

EDUCATION

Leeds College of Music   **2006–2009**
BA (hons), Jazz Studies   Leeds, UK

TECHNOLOGIES AND LANGUAGES

- Languages: JS/TS, Python, Rust, Go, SQL
- Technologies: React, Django, Postgres, Redis, MongoDB, AWS, Git, Docker, Kubernetes

PROJECTS

- **Ruffle -** I have submitted various PRs to this Rust / Wasm Flash emulator, inspired by the awesome creators of my youth, and the fact that browser Flash plugin was being deprecated. My work has helped contribute to numerous users of the project including Archive.org and Newgrounds. See my contributions on Github.
- **Gameshow Engine -** I created from scratch a computer game based quiz show engine for Wild Rover Productions Ltd, creating real-time game screen, score-boards, buzzer input, questions management and various other controls. I helped pitch this to major UK TV networks, providing live technical support, and making changes to the gameplay and graphics as the requirements evolved.
- **Technical blogging** on sammorrowdrums.com. Popular articles include a piece on React Lazy Loading and one on upgrading the Elementary OS Linux distro.

INTERESTS

- I spent several years travelling the world as a professional drummer, and it's still a hobby of mine
- Cooking is how I relax, and I love creating things like hand-made pasta and ice-cream.
- I socially do Lindy Hop dancing and am trying to learn some tap too.
- Let's go snowboarding!