Luke Howsam

Software Engineer | React Native | TypeScript | AWS

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Summary

Software Engineer with 5+ years in software delivery and 3+ years building scalable web, mobile and backend services in TypeScript, React Native and Amazon Web Services (AWS). Led the migration of native Kotlin and Swift apps to Expo for millions of monthly users. Strong in continuous integration and delivery (CI/CD), cloud infrastructure, performance and automated testing. Background in QA gives a rigorous approach to quality. Active open-source contributor.

Skills

Cloud & DevOps: Amazon Web Services (AWS), Azure, Cloudflare, Terraform, infrastructure as code (IaC), CI/CD, GitHub Actions, serverless, containerization, microservices

Databases: Postgres, Redis, SQLite, Cloudflare KV

Queues: Amazon SQS, Cloudflare Queues

Observability: Sentry, New Relic, Grafana, Prometheus, CloudWatch

AI tooling: Cursor, Claude Code, Codex, AI SDKs, AI training pipelines (PyTorch, ML Kit)

Languages & frameworks: TypeScript, JavaScript, Go, React, Next.js, Astro, Node.js

React Native: Expo, Expo Router, Reanimated, Gesture Handler, FlashList, New Architecture, EAS
Testing: Jest, React Testing Library, Playwright, Selenium, E2E etc.

Learning: Swift, C#, Go

Experience

Software Developer | Flutter UKI (Sporting Life and Timeform) | Jan 2025 - Aug 2026
Consumer sports media apps serving millions of users monthly.

- Led greenfield Expo (React Native, TypeScript) development - migrated a legacy Kotlin and Swift codebase to a shared cross-platform stack with improved UX, animations, performance and data visualization capabilities
- Collaborated with Software Mansion contractors during the early delivery phase
- Architected and maintained a shared SDK toolkit for React Native and web, used across internal engineering teams
- Shipped frontend and backend features, code reviews and test coverage across unit, integration and E2E suites
- Improved CI/CD pipelines and cloud infrastructure on AWS and Azure with Terraform, raising reliability and build speed

Software Developer | Flutter UKI (Sky Betting & Gaming) | Aug 2023 - Nov 2024

Gaming experience tribe; mission-critical services for millions of monthly customers. Built and maintained internal NPM packages, Next.js apps and AWS microservices in large monorepos serving 5-6 million monthly active users

- Supported a business-critical backend AWS Lambda used across the organisation
- Led service migrations, refactors and infrastructure-as-code improvements on AWS (Lambda, ECS)

- Used feature flags and A/B testing to de-risk production releases; mentored teammates and took part in support rotas

Software Engineer | Hive IT | May 2022 - Aug 2023

Digital agency delivery across public and private sector clients.

- Migrate legacy monorepo to modern tooling - cut build times from 15 minutes to 3 minutes
- Delivered React + Next.js projects alongside supporting CMS and backend systems
- Present technical proof of concepts to stakeholders
- Mentor junior engineers
- Took part in architecture decisions (database + cache design, performance bottlenecks, DB migrations etc.)

Junior Software Tester to Software Tester | Hive IT | Oct 2020 - May 2022

Built automated testing practice and culture before moving into engineering.

- Reduced automated CI test runtime from ~50 minutes to ~20 minutes
- Designed test plans, maintained large automated suites and coached junior testers

Projects

foam - Open-source React Native app for Twitch (github.com/luke-h1/foam)

foam-proxy - Backend service for foam - Go, AWS Lambda, Cloudflare, Terraform (github.com/luke-h1/foam-proxy)

Tightlog - Offline-first fishing app (closed source) - React Native, AI, Cloudflare Workers, SQLite, MCP, RevenueCat for monetization (tightlog.com)

Full work history and project case studies: lhowsam.com/about