

Oliver Edgington

Principal Engineer | Hands-on Technical Leader | Platform, Systems and Applied AI

oliver@edgington.com | oliveredgington.com | +44 7583 197 423

Since 2007, I've held a range of roles, developer, DevOps, cloud architect, tech lead, CTO, and co-founded a successful game studio. These positions have spanned six start-ups, three large companies, multiple industries (health, gaming, gambling, media, news), and several countries. Along the way, I've learned how to scale teams, manage remote squads effectively, and align technology with clear business KPIs to ensure real, measurable results.

In my current role as Director of Innovative Product, I remain hands-on, prototyping new technologies, architecting robust backend systems, and building practical tools that solve real operational problems. I'm fluent in a Linux terminal, work extensively with Node and AWS, GCP and have exposure to Azure. I've architected thousands of microservices, built and operated APIs handling millions of connections per minute, and more recently used applied AI across editorial and operational workflows to improve content delivery, automation and internal efficiency. I've worked with mainstream AI platforms and providers including OpenAI, Anthropic, Google Vertex AI / Gemini. My frontend background (C++, C#, ActionScript, JavaScript) also helps me work smoothly with UI teams, spot downstream issues early, and keep production moving without unnecessary friction.

At my core, I'm a problem solver. I approach obstacles with pragmatic logic, using first principles to get to the fundamental truth of an issue before deciding how best to solve it. I care about building useful things, setting high standards, and staying close enough to the work to make a meaningful difference. As a father of 4, partner (and cat parent), I know when to pivot from "draconian" efficiency to a more relaxed approach. In my spare time, I enjoy building custom tools, experimenting with new technologies, and keeping my toolkit ready to jump-start the next big venture.

Though it may seem like it, I am not a robot, so in whichever environment it is, I'll do my best to make it fun—nobody wants a miserable so-and-so!

Core strengths

- ❖ Distributed systems and backend architecture
- ❖ Platform engineering and internal tooling
- ❖ Applied AI integration and workflow automation
- ❖ API design and service integration
- ❖ High-scale, high-availability systems
- ❖ Technical leadership and engineering standards
- ❖ Cloud infrastructure and operational engineering
- ❖ Cross-functional delivery in product-heavy environments

Selected technologies

- ❖ TypeScript / JavaScript / Node.js
 - ❖ AWS, GCP
 - ❖ NoSQL, MySQL, Redis, Cloud/ElasticSearch
 - ❖ Docker, CI/CD
 - ❖ APIs, microservices, serverless systems
 - ❖ Observability, logging and production operations
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Experience

Director of Innovative Product & Head of Editorial Development

The Telegraph

March 2017 - Present | London, United Kingdom

- ❖ Built and developed high-impact editorial tooling, platform services and internal product systems used across large-scale digital publishing workflows.
- ❖ Delivered systems and workflows associated with content output influencing approximately 240,000 digital subscribers, with work recognised with 10 industry awards across Press Awards, Society for News Design and News Awards.
- ❖ Built and ran bespoke tools and backend services supporting millions of requests per minute and processing terabytes of data per day at low operating cost.

- ❖ Architected and delivered award-winning tools including Particles and Atoms, giving non-technical teams the ability to create bespoke, high-return digital content without engineering bottlenecks.
- ❖ Built a range of platform capabilities from website-builder style tooling for long-form and interactive content through to fully featured content APIs and under-the-radar operational systems supporting analytics, sports data, guides and newsroom workflows.
- ❖ Built platform services with high request-throughput characteristics and contributed to a video hosting and player platform cited at roughly 35 million plays per month.
- ❖ Remained hands-on in architecture, prototyping and backend engineering while setting technical direction, delivery standards and practical guardrails for multiple simultaneous projects.
- ❖ Pioneered practical AI initiatives in enterprise editorial workflows, including summarisation, embeddings, metadata enrichment, content tooling and AI-assisted operational workflows.

Technologies: JS/TS, OpenAI, Vertex, Node.js, AWS, GCP, APIs, microservices, serverless, Mongo, Redis, MySQL, Docker, CI/CD

Chief Technology Officer

Playabl

April 2016 - March 2017 | London, United Kingdom

- ❖ Built and led a senior full-stack team to deliver a large-scale real-time social platform under tight business timelines.
- ❖ Designed infrastructure and delivery workflows that materially increased engineering output and reduced development downtime.
- ❖ Built a real-time platform capable of supporting very high concurrent usage, including burst-heavy traffic patterns around scheduled live events.
- ❖ Solved difficult scaling problems by combining operational forecasting, automated capacity management and custom load testing.
- ❖ Stayed deeply involved in architecture, systems design and implementation while owning the overall technical direction.

Technologies: AWS, Node.js, React Native, Redis, MySQL, Docker, CI/CD, CloudFront, Lambda

Lead Developer

Ever Adventure

April 2013 - 2016 | London, United Kingdom

- ❖ Took a working prototype online casino and turned it into a fully featured online gaming platform.
- ❖ Re-architected the system into separately deployable frontend and backend components to support both B2C and B2B models.
- ❖ Built API and back-office capabilities that expanded the platform beyond a single consumer product.
- ❖ Developed highly reliable transaction-heavy systems and ensured compatibility across browser and mobile environments.
- ❖ Contributed to the technical foundation behind the eventual sale of the business to William Hill.

Technologies: AWS, Node.js, Redis, MySQL, HTML, mobile platforms, API architecture

Chief Technology Officer

Neurocog

June 2012 - 2013 | Norfolk Island, Australia, Remote

- ❖ Modernised and expanded an existing product, including personally porting it from PC to mobile and Mac.
- ❖ Helped drive a substantial increase in revenue through product and platform improvements.
- ❖ Built and led remote engineering delivery across multiple follow-on products.
- ❖ Supported technical work that contributed to published scientific outcomes.

Developer, Gamesys - 2012

Part of a front-end development team building “Bingo Lane”.

Lead Developer, CoreXGroup - 2011

Planned, designed and developed a massively multiplayer isometric engine (like Farmville). Desktop & mobiles platforms.

Head of Games, Roll7 - 2008

Co-founded with two others, I planned, designed and developed many computer games ranging from Facebook games to full 3D PC games. Grew relationships with American hardware manufacturers to develop many ground-breaking applications using brain computer interfaces.

Hardware engineer, Computakit - 2006

I worked in a small independent computer repair store. I built high-end computers from scratch to a specific specification provided by paying customers as well as diagnose and repair computers that customers brought into the store. This was the beginning of my professional problem solving career.

Selected AI work

- ❖ Built and shipped applied AI systems across enterprise and personal projects, focused on workflow acceleration, content operations, retrieval, summarisation and agent-style task execution.
- ❖ Enterprise work includes editorial AI tooling, embeddings-driven workflows, metadata enrichment, internal assistants and AI-supported publishing systems.
- ❖ Personal work includes AI project triage, developer workflow tooling, orchestration patterns and practical automation systems built around modern LLM tooling.
- ❖ Strong interest in agentic systems, workflow orchestration, guardrails and measurable productivity gains from AI-enabled engineering.

Additional strengths

- ❖ Strong bias toward ownership, pragmatism and measurable outcomes
- ❖ Comfortable operating across architecture, implementation and production concerns
- ❖ Effective working with cross-functional stakeholders without drifting away from hands-on engineering

- ❖ Experienced in fast-moving environments where engineers are expected to set standards and solve ambiguous problems

Hobbies & Interests

Rocket science & space exploration: Since 2018 I've been a part of a rocket science community whereby we dive deep into the various technologies that can be used to develop such hardware and share our thoughts. The goal being to achieve the most efficient liquid combustion engine possible through full flow staged engines - the engines now used by SpaceX, Blue Origin and Stoke Space.

Renewal energies & electrics: I take great interest in solar and wind energy generation and have embarked on multiple extra-curricular activities such as personally building a 5kW solar array, and installing a 13.5kWh home battery system connected to the grid.

Electric cars, Formula 1 and Formula E: Combined with my interest in renewable energy I take great interest in understanding the intricacies of how electric vehicles are manufactured, from the moment raw materials are extracted from the earth to how they are delivered to customers. Alongside this F1 and FE are at the bleeding edge of electrically powered vehicles, and whilst I enjoy the sport and would always try and get tickets to Silverstone - I'm always intrigued how they are built and the approach to energy deployment as well as how their racing teams are run (their dynamic and ability to cope under immense pressure).

Cycling: Whilst I don't follow any cycling sport, I do like to cycle.

Of course I welcome any questions you may have and would be delighted to come and see what it is you do. Any references are available upon request.

Contact Oliver

+44 7583 197 423

oliver@edgington.com

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@ollieedge