
Adam Lewis

Professional Summary

Experienced software engineer with a track record of delivering and maintaining production systems at scale. Strong background in both strongly typed and weakly typed languages with exposure to cloud infrastructure. Driven by customer outcomes and comfortable navigating ambiguity. Passionate about good software design and engineering best practices.

Key Skills

- **Technical Skills:** System design, CI/CD pipelines, cloud infrastructure, DevOps practices, version control
- **Software Design:** SOLID principles, integrations, performance optimisation, full software development lifecycle
- **General:** Critical thinking, problem solving, effective communication, strong mathematical background, keen attention to detail.

Experience

Synectics Plc

SENIOR SOFTWARE DEVELOPER

Sheffield, UK
2023 – Present

- Engineered a bespoke CAD map conversion and rendering solution, delivering a 10× performance improvement.
- Standardised all CI/CD pipelines by introducing reusable common templates, improving consistency and maintainability.
- Led the implementation of code quality analysis, vulnerability scanning, and build validations in preparation for CAPSS certification.
- Championed the adoption of AI-assisted development tooling across the engineering organisation.
- Led the data migration of customers from a single-tenant cloud deployment to a multi-tenant architecture.
- Contributed to a significant architectural overhaul of Synergy to meet CAPSS certification requirements.
- Designed and maintained multiple third-party integrations for Synergy.
- Built a Kafka client in .NET to query topics as part of an AI-powered search integration.
- Collaborated with product owners to define scope, prioritise requirements, and produce estimates.
- Provided technical mentorship and guidance to fellow developers.

Self Employed

GAME DEVELOPER

Remote – UK / NZ
2016 – 2023

I co-founded Pocket Labs (2016) and later founded Wildfire Games Ltd (2019), independently developing and shipping multiple mobile games to Android and iOS.

- Delivered production mobile games end-to-end, owning the full software development lifecycle.
- Applied SOLID design principles to keep projects scalable and maintainable.
- Profiled and optimised software to run efficiently on low-end, resource-constrained devices.
- Iterated rapidly based on customer feedback and data, shipping frequent post-launch updates.
- Managed project planning and compliance.

Education

The University of Sheffield
MASTERS DEGREE

Sheffield
2012 – 2016

Master of Computing (MComp) **2:1**

Thomas Rotherham College
A LEVEL

Rotherham
2010 – 2012

- Mathematics — A
- Physics — B
- Further Mathematics — B

Mexborough School Specialist Science College
GCSE

Mexborough
2003 – 2008

11 GCSEs A*–C (including English & Mathematics)

More About Me

- Keen badminton player, competing regularly at a local club.
- Self-host a home server and actively explore open-source technologies in my own time.
- Avid board gamer with a large and eclectic games collection.
- Continue to develop games in Unity as a personal passion outside of work.