

Stuart Sillitoe

Front-End Development Lead · Full-Stack & UX Engineer

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Summary

iGaming front-end and full-stack lead, casino and sportsbook. I've shipped end to end since the late '90s; today I lead Bitsler's front-end and design team, after building product at FanDuel and PokerStars with Flutter. Hands-on engineering with a strong design sense, very much at home building the in-house tools and dashboards that turn dense data into gorgeous, usable screens.

Skills

Languages & frameworks: Vue 3, JavaScript / TypeScript, Node.js, React & React Native, Next.js, C# / .NET Core, PHP (Laravel, Symfony), Visual Basic (legacy)

Front-end & UX: Design-led engineering, component systems, CSS / SASS / Tailwind, Figma & UI design, performance & accessibility

Back-end & infrastructure: REST APIs & micro-services, relational & NoSQL databases, SQL & query design, scalable & distributed systems, websockets & real-time data, security & auth, payment gateways & e-commerce, CDN & edge caching, AWS, Cloudflare, Imgix, Docker, Linux server admin (web, mail, DNS), Nginx & Apache, Bash

Game engineering: Pixi.js & WebGL, Unity / C#, casino game mechanics & bonus systems, Web3 gaming

AI & emerging tech: AI-native development (Claude, Cursor), AI & LLM integration, crypto, blockchain & smart contracts (Solidity, Hardhat), Web3

Leadership: Team leadership, mentoring, hiring & technical interviewing, roadmap & stakeholder work

Experience

Bitsler — Front-End Development Lead

2023 – Present · iGaming · crypto casino & sportsbook · Full-time

- Lead Bitsler's front-end team (6 engineers and 2 designers) and own the player-facing crypto & fiat casino and sportsbook UI - hiring, code review and roadmap with the owners.
- Rebuilt the platform from Vue 2 to Vue 3 with server-side rendering (TypeScript, Node), on AWS behind Cloudflare - cutting load times, lowering bounce and lifting SEO; work that helped drive a 20% rise in first-time deposits.
- Created the Super Pixel Series - the first three of a planned dozen Pixi.js casino games, self-initiated and now live.
- Created Thumbnail Manager - an in-browser tool the art team uses daily to design, batch, export and publish artwork across the 12,000+ games we host, saving hundreds of manual hours.
- Designed and built the new backoffice end to end - Vue 3/TypeScript, PHP, MySQL: finance, CRM, player management, analytics.
- Brought AI into the team's daily work and mentored the devs into it - Claude in our repos, automated tickets, and AI analysis of player, churn and finance data.

FanDuel · Flutter Inc. — Full-Stack Engineer, FanDuel Explore

2022 – 2023 · iGaming · US sportsbook & casino

- Took the FanDuel Explore app - a personalised discovery feed inside the flagship FanDuel app, in front of millions of players - from concept to production; it kept players engaged longer and drove a roughly 10% increase in new players in the first months.
- Shipped front-end and API / micro-service work across FanDuel's US sportsbook and casino, with data feeds and filtering layers in React, React Native and Node.
- Built internal tooling that improved data-processing and application response times.

PokerStars · Flutter Inc. — Full-Stack & UX Engineer

2021 – 2022 · iGaming · casino & sports platforms

- Developed the main PokerStars casino app - core casino product for one of the world's largest poker brands - the team's focus before the internal pivot to FanDuel (both Flutter Entertainment brands).
- Engineered multiple apps for PokerStars and SkyBet - custom CMS, APIs and data feeds in JS, Node, React, React Native and Backbone - plus in-house tooling.

Pro:Direct Sport — Full-Stack Developer & Team Lead

2015 – 2021 · E-commerce · sports retail

- Directed development of in-house software, data-driven dashboards, web apps, payment and checkout, and APIs in C#, .NET Core and Vue.js, served over CDN with edge caching.
- Automated catalogue curation across our sport-specific sites - replacing work that had taken 16 staff with about one person per category, saving hundreds of hours a week.
- Co-led the migration off our legacy custom CMS, and modernised legacy Visual Basic to C#/.NET.
- Interviewed and onboarded developers and authored the team's technical code tests.

Independent — Contractor & Freelance Developer

2013 – 2015 · Client work across the UK and Europe

- Wrote the PHP address-lookup API for PostcodeAnywhere (since acquired by Loqate).
- Designed and delivered client sites across the UK and Europe, including Universal Pictures, Dartmoor National Park and TelecomTV.

Pulse8 Internet — Head Developer

2005 – 2013 · Web hosting & ISP

- Head developer of a web-hosting platform and ISP broadband-management, plus client e-commerce and payment processing - hundreds of sites and thousands of mailboxes over the years.
- Set up and ran the company's web, DNS, mail and database servers on Linux.
- Headed development - a team of five - as the company grew to twelve, mentoring, hiring and setting best practice.

Createanet — Lead Developer

2003 – 2005 · Agency

Ran a team that built high-profile client sites, e-commerce and in-house project-management software.

IC Office Solutions — Property Portal Developer

2002 – 2003 · Property portals

Developed and maintained property-portal sites for hundreds of UK estate agents.

Dartington Tech — Intranet & Web Co-ordinator

1999 – 2002 · Education & intranet

Launched a multi-site intranet used daily by ~150 staff, plus educational sites (Prince's Trust South West, LearnDirect).

TVC Design — Founder & Web Designer (sole trader)

1997 – 1999 · Own business · freelance · Torbay, Devon

My first business, just me - hand-built sites for hotels and B&Bs around Torbay on the English Riviera; Dartington Tech found me through this work and hired me.

Education

Self-taught - learned the craft by building and shipping for the web since 1997, and continually self-directed onto new stacks, most recently AI-assisted development.

Selected Projects

The Super Pixel Series

Original crypto-casino games (Fighter, Miner, Tower) - pitched solo, now live in production at Bitsler.

Tech: Pixi.js, TypeScript

HRC-20 Payment System

A payments system on Harmony One, in production - paired with 3D NFTs that let holders cloud-mine LTC, DOGE, ETH and more. Tech: web3.js, Vue, Harmony One

Grid Slots Framework

One Unity/C# framework driving 13 unique grid-slot games with assignable mechanics and bonus games. Tech: Unity, C#

Mobile Wallet & dApp Browser

A secure mobile wallet with an integrated dApp browser. Tech: Nervos Layer 1