

Stuart Sillitoe

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

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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.

Vue 3

TypeScript

Node

React / React Native

C# / .NET

PHP / Laravel

APIs

Web3

EXPERIENCE

2023

Present

Bitsler / Front-End Development Lead

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.

2022

2023

FanDuel · Flutter / Full-Stack Engineer, FanDuel Explore

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 **~10% increase in new players** in the first months.
- Shipped front-end and **API / micro-service** work across FanDuel's US sportsbook and casino, in React, React Native and Node.
- Built internal tooling that improved data-processing and application response times.

2021

2022

PokerStars · Flutter / Full-Stack & UX Engineer

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.

2015

2021

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

E-commerce · sports retail

- Directed development of in-house software, **data-driven dashboards**, 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.

2013
2015

Independent / Contractor & Freelance Developer

- 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.

2005
2013

Pulse8 Internet / Head Developer

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**.
- 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.

EARLIER CAREER

2003
2005

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

2002
2003

IC Office Solutions - Property Portal Developer. Developed and maintained property-portal sites for hundreds of UK estate agents.

1999
2002

Dartington Tech - Intranet & Web Co-ordinator. Launched a multi-site intranet used daily by ~150 staff, plus educational sites (Prince's Trust South West, LearnDirect).

1997
1999

TVC Design - Founder & Web Designer (sole trader). My first business, just me - hand-built sites for hotels and B&Bs around Torbay; 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.

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

SELECTED PROJECTS

The Super Pixel Series

Original crypto-casino games (Fighter, Miner, Tower) - pitched solo, now live in production at Bitsler. [Pixi.js](#) · [TypeScript](#)

HRC-20 Payment System

A payments system on Harmony One, in production - with 3D NFTs that let holders cloud-mine LTC, DOGE, ETH and more. [web3.js](#) · [Vue](#) · [Harmony One](#)

Grid Slots Framework

One Unity/C# framework driving 13 unique grid-slot games with assignable mechanics and bonus games. [Unity](#) · [C#](#)

Mobile Wallet & dApp Browser

A secure mobile wallet with an integrated dApp browser. [Nervos Layer 1](#)

Full portfolio → sillitoe.co.uk/projects