Rylie Jeffery

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(253)-408-0043

Skills

- **C++**
- **C#**
- **Unreal Engine**
- **Unity**
- **GitHub/Perforce**
- **HTML/CSS**
- **JavaScript**
- **Coherent UI**
- **React**
- **Figma**

Work history

UI Technical Design Consultant

Mob Entertainment, Remote   *July 2025 - August 2025*

- Reviewed project requirements to plan workflows and evaluate client time and budget constraints.
- Assessed over 15 separate screens, each with multiple designs and helped the client to plan the remaining time of their project accordingly.
- Researched and implemented innovative design techniques and strategies to reduce production costs.
- Assisted in development of new materials for design projects.

UI Engineer

Lost Boys Interactive, Remote   *June 2022 - April 2025*

- Collaborated closely with Gearbox on Borderlands 4, using Unreal Engine 5 and Coherent UI.
- Provided support for different code areas as needed including gameplay and audio to help ensure project milestones were met.
- Implemented Accessibility features including Subtitles, Closed Captions and Color Blind options.
- Implemented complex UI features across frontend and backend within a small, multidisciplinary team of five, providing feedback and support for each stage of the UI pipeline.

Lead UI Engineer

DR Studios, Milton Keynes, UK   *August 2019 - May 2021*

- Led technical direction and built a UI framework for three engineers for menus and storefronts.
- Mentored engineers and ensured milestone alignment.
- Implemented UI across Hawken Reborn in Unreal Engine 4 and C++.
- Refactored UI architecture for next-gen platform performance.
- Collaborated with designers and artists on UI/UX design and testing.
- Created data-driven menus for storefronts and player stats.
- Met strict deadlines for smooth project development.

Software Engineer – VR

Sky Media, London, UK   *May 2018 - June 2019*

- Developed VR interactive mechanics using C++ (Unreal) and C# (Unity).
- Collaborated in a small team to meet project milestones across 3 projects.
- Worked across audio, optimization, lighting, and UI/UX disciplines.
- Increased frame rate of project by up to 70% through through optimization, help to reach optimal performance.

Software Engineer – VR

Imagination, London, UK   *March 2018 - May 2018*

- Increased frame rate for project by 50%, enabling it to reach optimal performance.
- Developed a room-scale multiplayer VR experience for Land Rover using Unity and C#.
- Delivered work on a tight schedule and demoed to investors.
- Provided QA support and rapid bug fixing.

UI Engineer

Roll7, London, UK   *September 2016 - February 2018*

- Implemented UI/UX for Laser League (PC, PS4, Xbox One) using C++ and Unreal Engine 4.
- Developed a dynamic, data-driven player customization menu.
- Assisted QA in identifying and resolving bugs.

Education

MS in Computer Games and Entertainment September 2015
Goldsmiths, University of London at London, UK, UK

- Distinction Award
- Coursework: Programming for Games, Interactive Graphics, AI, Advanced Math and Graphics, Business Practices.

BE in Computer Gameplay Design and Production July 2014
Staffordshire University at Stafford, UK, UK

- First-Class Honors
- Coursework: Programming, Network Programming, 3D Math, Advanced Game Engines, Physics.

PROJECTS / OTHER

Custom Form Builder - June 2025 - Current
Current developing a custom form builder as a more accessible, alterative option to Jotform primarily for freelance artists.
Freelance Website Development - January 2024 - Current
Design and develop websites in my free time ranging from Business Start Up site to Professional Portfolios for clients
UX/UI Design — August 2021 – May 2022
Studied UX/UI design during a work break related to the U.S. immigration process, gaining full-process knowledge from design to implementation.

Hobbies and Interests

Music Composition and Production, Animation, Traveling and experiencing different cultures, Video Games