

Rylie Jeffery

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Professional Summary

Senior UI Engineer with 8+ years shipping cross-platform titles and creator-focused software. Deep expertise in Unreal Engine 4/5, web UI (HTML/JS/CSS), and accessibility with AAA credits including Borderlands 4. Currently building creator tools at Arts-Digital, combining technical precision with a passion for empowering artists and creative professionals.

Technical Skills

Languages: C++, C#, JavaScript, HTML/CSS, SQL, Python

Engines & Frameworks: Unreal Engine 4/5, Unity, Coherent UI, React, Next.js, Tailwind CSS, JUCE

Tools & Platforms: Git, Perforce, Figma, Visual Studio, VS Code, Supabase, Stripe, Jira

Specializations: UI/UX systems design, cross-platform development, data-driven UI architecture, accessibility implementation, performance optimization, VR development

Professional Experience

Founder & Software Engineer

Arts-Digital (Self-Employed) · Remote · October 2025 – Present

- Founded an independent software studio building scalable web applications for creative professionals and freelance artists.
- Designed and developed Arts Forms, a custom commission form builder providing an accessible, streamlined alternative to Jotform for independent artists and creatives.
- Owning full-stack development lifecycle from requirements gathering and UI/UX design through implementation, testing, and deployment.
- Managing all aspects of product strategy, business operations, and technical decision-making as sole engineer and founder.

UI Technical Design Consultant (Contract)

Mob Entertainment · Remote · July – August 2025

- Reviewed project requirements to plan workflows and evaluate client time and budget constraints for UI deliverables.
- Assessed 15+ screens across multiple design iterations, helping the client prioritize remaining scope against budget.
- Identified design system improvements that reduced production costs and streamlined the UI pipeline.
- Developed reusable materials and design system components to support ongoing UI production.

UI Engineer

Lost Boys Interactive · Remote · June 2022 – April 2025

- Collaborated with Gearbox on Borderlands 4, implementing UI systems in Unreal Engine 5 and Coherent UI (HTML/JavaScript/CSS) for a live-service, cross-platform AAA title.
- Architected and implemented complex, data-driven UI features end-to-end within a multidisciplinary team of five, covering every stage of the UI pipeline from prototyping to ship.
- Implemented accessibility features including subtitles, closed captions, and color blind modes, ensuring compliance with platform accessibility standards.
- Provided cross-functional engineering support across gameplay and audio systems, contributing to on-time milestone delivery.

Lead UI Engineer

DR Studios · Milton Keynes, UK · August 2019 – May 2021

- Led technical direction and architected a scalable UI framework for a team of three engineers, covering menus and storefront systems.
- Mentored junior and mid-level engineers on best practices and ensured milestone alignment across sprints.
- Implemented performant, data-driven UI across Hawken Reborn using Unreal Engine 4 and C++.
- Refactored UI architecture to improve performance and maintainability for next-gen platform targets.
- Collaborated cross-functionally with designers and artists on UI/UX design, iteration, and usability testing.

Software Engineer – VR

Sky Media · London, UK · May 2018 – June 2019

- Developed VR interactive mechanics and immersive experiences using C++ (Unreal Engine) and C# (Unity).
- Increased frame rate by up to 70% through profiling and targeted optimization, achieving optimal VR performance targets.
- Collaborated in a small, agile team across 3 concurrent VR projects, working across audio, performance, lighting, and UI/UX disciplines.

Software Engineer – VR

Imagination · London, UK · March – May 2018

- Developed a room-scale multiplayer VR experience for Land Rover using Unity and C#, demoed to stakeholders and investors.
- Increased frame rate by 50% through performance profiling and optimization, enabling the project to meet target benchmarks.
- Delivered on a tight schedule, successfully meeting all project milestones.

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, shipping across multiple platforms.
- Developed a dynamic, data-driven player customization menu system.
- Assisted QA in identifying and resolving bugs to ensure a smooth launch.

Education

MS in Computer Games and Entertainment – Distinction

Goldsmiths, University of London, UK · September 2015

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

BE in Computer Gameplay Design and Production – First-Class Honors

Staffordshire University, Stafford, UK · July 2014

Coursework: Programming, Network Programming, 3D Math, Advanced Game Engines, Physics.

Projects

Custom Audio Plugins · *November 2025 – Present* – Developing custom VST3 audio plugins using the JUCE framework and C++, applying DSP fundamentals and real-time audio processing techniques.

Freelance Website Development · *January 2024 – Present* – Design and develop responsive websites for clients including business startup sites and professional portfolios.

UX/UI Design Study · *August 2021 – May 2022* – Dedicated self-directed study of UX/UI design end-to-end: user research, wireframing, high-fidelity prototyping, and implementation.

Interests

Music Composition and Production, Animation, Traveling and Experiencing Different Cultures, Video Games