

Arthur Lee

Software Engineer

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Portfolio - <https://arthurltc.dev>

- ✓ A developer with **Shipped titles** and **years** of **Experience**
- ✓ Obsessive with **Software architecture** and gameplay systems
- ✓ Experienced with **Full stack** development from pitch to ship.

Shipped Titles & Relevant works

- Product [CorteXR - Stroke Rehabilitation VR \(Nudge reality - NHS\)](#)
A NHS backed VR stroke rehabilitation simulator designed to help patients recover.
- Product [Actiglove \(Nudge reality\)](#)
A project developed in collaboration with an external company that develops a force feedback XR glove.
- Product [AR Storybook](#)
Interactive XR storybook app for Mobile devices bringing physical books to life
- Paper [Potential Applications of Biometric feedback in HCI](#)
A deep dive into using biometric feedback in enhancing immersion in games, and other user experiences
- Dissertation [How to make a good reboot: A case study in the Doom franchise](#)
A paper examining design fundamentals and technical implementations in creating thoughtful and respectful reboots for beloved franchises using Doom as an example

Capabilities and skills

- Core Competencies C# • Java • JavaScript (AngularJS)
- Unity • Meta Quest SDK (Quest 2–3, Pro) • SteamVR • Photon • Vuforia • OpenCV • Android Studio • Game Server Hosting • Adobe Suite • Final Cut Pro • LLM Prompt Engineering
- Specialisations Gameplay Systems Architecture • VR Interaction Design • Performance Optimisation • Modular Framework Engineering • Prototyping & Rapid Iteration • UX for Immersive Environments
- Industry Standard skillset User Research • Heuristic Evaluation • Data Analysis • Experimental Design • Content Analysis • Design Documentation • Agile Development • Version Control (Git/GitHub)

Experience

2023-2025 Software Engineer - Nudge Reality Ltd

Worked as a software engineer creating, developing, and maintaining XR systems and software for Nudge Reality.

- Pitched, designed, architected, and developed numerous critical and new gameplay and interaction systems from pitch to ship.
- Showed initiative in actively maintaining core products, actively submitting issues, consistently maintaining an internal top 3 ticket completion rate on GitHub.
- Wrote extensive documentation for internal systems.
- Researched and documented new bleeding-edge technologies for internal use.
- Developed and worked with a variety of industry-leading peripherals such as Meta Quest 3, Meta Quest 2, Meta Quest Pro, Pico 4.
- Led and developed demos for industry contacts showcasing XR use cases in construction, home improvement, plumbing, and electrical work.
- Represented the company at a medical trial in the NHS for FND patients.

2017-2023 Independent game developer/Contractor - Independent

(Intermittent)

- Completed and shipped personal projects.
- Worked on projects "Platformer" and "Unilife simulator"

2019-2020 C# Unity developer (Internship during degree) - Jada Studios

- Produced high quality C# code for Augmented reality education tools in Unity
- In charge of AR development, and programming in C#

2012-2017 Stage lighting and sound AV director (Student)

- Lead and organised multiple student teams
- Managed and operated limited AV department with minimal supervision
- Responsible for and organised procurement and handled multicampus logistics
- Organised video, sound, and lighting infrastructure for all school events
- Programmed and configured complex lighting systems

Education and Qualifications

2021-2022 MSc Computer Science - Human Centred Interactive Technologies

Department of Computer Science, University of York

Dissertation: "How to make a good *reboot*: A case study in the *Doom* franchise"

2017-2021 BSc(Hons) Interactive Media

Department of TFTI, University of York

Final Project: "*Interaction system for simulator games*"

2017 Cisco Certified Network Associate

Additional work experience

2018 Math, Phonics, English tutor

Eyelevel Graceland Education Center

Tutored children aged 3-16 in Math, Phonics, and English composition

Establishing effective communication, building rapport, and directing children's attention at difficult tasks