CAYLEE MORRIS

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SOFTWARE DEVELOPER, DESIGNER AND CREATIVE

BIO

A highly experienced and multidisciplined software developer with a demonstrated history of working across a wide range of platforms. I have dedicated my career to creating impactful interactive solutions applying videogame technology to non-traditional areas, bringing narrative and panache to traditionally drier educational experiences. I have a track record of producing and shipping high-quality products with attention to detail and technical excellence.

Working in teams of varying sizes, I've adapted to fit a wide range of roles giving me a breadth of experience in areas beyond my core skill-set, such as UI and graphic design, testing, writing, level design, video production, sound design and motion capture direction. As a self-driven creative, I have worked on a number of projects outside of my employed roles, contributing to game projects as part of volunteer team LunchHouse and creating my own merchandise brand whiskerwire_.

Whatever the field, I enjoy contributing to a team that values creativity and aims to push boundaries to deliver high-quality results.

EXTENDED PORTFOLIO AVAILABLE AT CAYLEE.DEV

TARGET PLATFORMS

iOS/iPadOS	Steamworks
Android	Arduino
PS Vita & PS4	RPi2040
Windows	ESP32
macOS	Twilio
WebGL	AWS Amplify
PicoVR	Sky Q & Glass
Meta Quest VR	Amazon Fire
Cardboard VR	ROLI Piano (+ M)
Steam VR	ROLI Airwave

DEVELOPMENT TOOLS

Unity Engine	C++
Unreal Engine	C# (.NET)
Source Engine	JavaScript
PlayCanvas	HLSL
React Native	ShaderLab
AWS (Lambda, API Gateway, GraphQL)	VFX Graph
	MicroPython
Apache Cordova	ARCore & ARKit
Git	MaxstAR
Perforce	Littlefoot

EMPLOYMENT HISTORY

LUMINARY ROLI — SENIOR SOFTWARE ENGINEER (ROLI LEARN) — JUNE 2024 - PRESENT — FULL-TIME

- Implemented Playground, a free-play sandbox mode.
- Contributed to integration of ROLI Piano and Airwave
  - Includes authoring of shaders, animations, VFX, Airwave 'heartbeat' detection, and Airwave onboarding flow.
- Contributed to new modes, including Guided Practice, 'Follow Me', and Airwave song views.
- Collaborated closely with design, QA and other teams.
- Regularly worked and tested with ROLI hardware, including writing Littlefoot scripts to run on-device.
- Administrator of the public-facing ROLI Discord server.
- Presented Airwave and Piano at The NAMM Show 2025 and in partnership with CASIO at SXSW London 2026.
- Contributed to planning, app maintenance, platform upgrades, store compliance, build size reduction, etc.

whiskerwire_ — FOUNDER/DESIGNER/LEAD DEVELOPER — OCT 2023 - PRESENT — PART-TIME

- Led development of custom ESP32 digital badge board, firmware, and associated mobile app (iOS/Android).
- Designed branding and product range, including digital badges, NFC pin badges, stickers, and lanyards.
- Authored websites and managed social presence.
- Personally manufactured majority of products on-site.
- Managed ordering of product, company finances.
- Operated vendor table at 10+ conventions since 2023.

LUNCHHOUSE SOFTWARE — SENIOR DEVELOPER/PROJECT LEAD — JULY 2019 - PRESENT — VOLUNTEER

- QA & production support for 'G-String', rel. Oct. 2020.
- Senior developer on Source Engine iteration of 'PUNT'.
  - Authored visual effects in HLSL: separable blur, pseudo-volumetric planar fog, interior mapping, caustics, and cubemap correction supporting complex volume types.
- Led design for final "breakout" section and final battle.
- Managed issue tickets & project scope with project leads.
- Heavily contributed to the internal production toolchain.
- Project lead on Unity remake/port of 'PUNT' following contractual issues with original engine provider.

FRIDAY SUNDAE STUDIO — DEVELOPER — APRIL 2019 - MAY 2024 — FULL-TIME

- Co-lead programmer on pre-alpha phase of 'There Are No Ghosts at the Grand' (2022-24) using Unity HDRP.
  - Contributed to initial story and game concepts
  - Lead UI dev, incl. localization, control icons and subtitles.
  - Authored VFX, NPC AI, gameplay, SFX, mocap direction and 'project glue' meta elements (scene loading, etc).
- Localization and support for a suite of 17 games for Warner Bros. Discovery, with a combined lifetime install count of over 250 million. (iOS/Android).
  - Managed release and support for the EMEA region.
  - Responsible for Unity upgrades, RTL layout conversion, modern device support, replacement of deprecated plugins, new content and general maintenance.
  - Shipped 4 games for McDonald's in-restaurant tablets.
  - In-App Purchases and build management for 'Toon Cup'.
- Principal developer on several original internal projects.
- Brought in as a "fixer" to solve tricky issues on projects.
- Assisted in testing, level design and delivery for web-based projects for Sky UK, WBD and BBC
- Video producer for pitches, demos and in-game movies.
- Principal developer on 11 original client projects (Imperial War Museums, British Museum, Warner Bros. Discovery, BBC, more)
  - iOS, Android, Windows, macOS, Web, Meta Quest and Cardboard VR.
  - Responsibilities included mocap direction and cleanup, 2D/3D art, UI design, 3D scanning, sound design, testing, documentation, video production, writing, and research.
- Managed Git repos., IT infrastructure, off-site backups, and assisted with Cyber Essentials Plus certification.
- Interviewed candidates and assessed tech tests during the hiring process.
- Acted as co-producer on several projects, assisting with pricing, project docs and meeting clients.

EMPLOYMENT HISTORY (continued)

THINKORCHARD | VR DEVELOPER | MARCH 2019 | CONTRACTOR

- Produced a Unity-based staff safety training application for use across Android, Web and PicoVR G2.
  - Implemented flow-graph system for authoring user flow whilst swapping out visual scenes per device type.
  - Authored a custom build system to support sub-platform build targets not natively supported by Unity.
  - Implemented tools for collection of session data.

REACH ROBOTICS | UNITY DEVELOPER | AUG 2018 - JAN 2019 | FULL-TIME

- Developer for the relaunch of the MekaMon app on iOS and Android alongside the Berserker V2 robot, released in October 2018.
  - Created a custom audio solution for gameplay, including animation-driven simulation of robot movement sounds.
  - Implementation of various UI elements.
  - Contributed to the internal editor toolset.
- Developer on post-2.0 updates for the MekaMon app.
  - Implemented 'AR Survival', a wave-battle feature which integrates with the new 'AR Free Play' mode.
  - Authored a seasonal event framework and implemented December holiday season events.
- Ported the MekaMon multiplayer networking stack from UNET to Mirror as part of platform upgrades.

PLAYWEST | DEVELOPER | JAN 2018 - JUNE 2018 | CONTRACTOR

- Co-developed the physics-based construction game "Shelter Titans" for UWE Civil Engineering Department.
  - Authored physically-simulated wind using Unity Jobs.
  - Created the game world, artstyle and user interface.
  - Integrated storm effects, altering world lighting, particles and background cloth simulation.

CARTOCONSULT | DEVELOPER | JUNE 2017 - DEC 2017 | CONTRACTOR

- Development of prototypes for client pitches, including a B2B AR app based on the Unity Mapbox SDK.

POINTCUBE | UNITY DEVELOPER | JUNE 2017 - SEP 2017 | CONTRACTOR

- Contributed to unreleased Unity B2B application for iOS, Android, macOS and Windows.
  - Instituted and led Scrum development practices.
  - Locally hosted Git server and IT infrastructure.
  - Implemented user data serialization, input mapping, localization, undo system and PHP licensing server.

EDUCATION

UNIVERSITY OF THE WEST OF ENGLAND | 2013 - 2018 | UNDERGRAD | POSTGRAD

BSc Games Technology (sandwich) - 1st class
Dean's Award for Academic Excellence (2015)
CSCT Best Creative Technology Project (2017)

MSc Commercial Games Development - Distinction

CLACTON COASTAL ACADEMY | 2008 - 2013 | GCSE | A-LEVEL

GCSE
English Language - A
English Literature - C
Science - A
Additional Science - A
Maths - A

A/AS Level
BTEC L3 Diploma in IT - Double Distinction★
BTEC L3 Subsidiary Diploma in Media - Distinction★
A-Level Media - B
AS Critical Thinking - C

OTHER PROJECTS, HOBBIES, SKILLS, AND ACHIEVEMENTS

- Winner of Girlcode.dev's Women in Tech Power List 2026.
- A keen photographer and videographer, member of the volunteer AV/Video Crew at Scotiacon (2024-present).
- A maker, producing custom PC cases, accessories, costume pieces and more with a variety of techniques including laser cutting, FDM and Resin 3D printing, and design in Autodesk Fusion.
- Exhibited at Develop:Brighton 2015, PC Gamer Weekender 2017, NAMM Show 2025 and SXSW London 2026.
- Negotiated major software licensing, IP and release agreement with Valve Corporation and RAD Game Tools to develop a standalone Portal game 'Outside Influence' for release on Steam.
- A passionate advocate for game and media preservation, previously leading a podcast archival project.
- Winner of GameBanana's 'High Altitude' mapping contest with 'Portal: Skyline'.
- CS:GO map 'Reclamation' featured on Gamespot's CS:GO Map Highlight.
- Released an open source fork of Graphics Synthesizer Mode Switcher homebrew for PlayStation 2 which adds support for saving display configurations to the memory card.
- Created a number of considerably too-high-effort gag gifts related to the actor Dennis Waterman, including a restored and hand-engraved iPod Mini, figurine, custom LEGO set and a Twilio-powered hotline number.

REFERENCES

Available upon request