073 325 6455 | raymondvdw@gmail.com | Johannesburg, South Africa

RAYMOND VAN DER WALT

FRONT-END DEVELOPER | UNREAL ENGINE DEVELOPER
Proficient in C++, HTML, CSS, JavaScript

Creative and detail-driven Front-End Developer with a growing leadership role in game development, I am currently serving as Lead UI/UX Developer for a global Unreal Engine 5 project. Specializing in crafting immersive gameplay interfaces, objective/quest systems, Inventory system, and responsive player-focused design.

Proficient in a wide range of development tools and frameworks including Unreal Engine 5 (Blueprints & UMG), React, JavaScript, and Tailwind CSS, with additional experience in cloud-based systems and JSON logic parsing for dynamic forms and interactive tools.

Demonstrated success in architecting seamless front-end flows, debugging complex UI issues, and collaborating cross-functionally in remote, fast-paced teams. Passionate about building emotionally resonant player experiences, and continuously pushing the boundaries of user interaction in both games and web apps. Eager to contribute to ambitious, story-driven projects while deepening expertise in interactive systems design, visual scripting, and scalable frontend architecture.

EDUCATION

2004 - 2007
FOURWAYS HIGHSCHOOL
- Went to Fourways Highschool

Jan - Dec 2023
IIES ROSEBANK COLLEGE
- Web & Mobile Development

Feb 2012 - Dec 2014
HFPA
- Kinesiology and Exercise Science Diploma

2023 - 2025
UDEMY
- C++ Fundamentals: Game Programming For Beginners
- Learn C++ for Game Development
- Sales 101: How to Sell Anything (49 Amazing Sales Tips)®
- Unreal Engine 5 C++ The Ultimate Game Developer Course
- Unreal Engine: Creating Widgets for UI

PENDING / IN PROGRESS:
- Unreal Engine 5 Blueprints - The Ultimate Developer Course
- Unreal Engine: Advanced Widgets for UI
- Unreal Engine 5 UI Design: Advance inventory system
- Unreal Engine 5: The Complete Beginner's Course
- Unreal Engine 5 Dedicated Servers with AWS and GameLift
- Unreal Engine 5 C++ Inventory Systems

WORK EXPERIENCE

Aedes Phantastica (Gaming Company) — Feb 2025 – Present
FRONT-END LEAD DEVELOPER (UNREAL ENGINE 5, REMOTE STUDIO)
- Lead UI/UX development for a narrative survival horror game with a globally distributed team of 15+
- Built custom quest and objective systems using Blueprint Interfaces, Data Tables, and actor-driven logic
- Designed and implemented HUD, inventory menus, and animated cinematic interfaces
- Resolved complex runtime errors, such as Accessed None, and ensured seamless UI integration with gameplay
- Contributed to gameplay design, UX flows, and cross-team collaboration using Git and remote tools

Aristone Solicitors - Will Tool MVP — May 2025 – Present
FRONT-END DEVELOPER
- Built a scalable React + Tailwind CSS interface to dynamically render legally structured Will forms
- Integrated PDF generation, signature capture, and real-time field logic using Firebase and third-party tools
- Designed reusable form components with conditional visibility and complex schema evaluation
- Delivered investor-ready prototypes with a focus on user clarity, mobile responsiveness, and print safety

Farmilly App — Mar 2023 – July 2024
FULL-STACK DEVELOPER
- Developed mobile and web apps connecting local farmers with consumers, increasing user traffic by 25%
- Implemented secure payment systems with Peach Payments and Firebase Auth
- Integrated RESTful APIs and optimized app performance by 30% through user-driven iteration
- Lead UI creation for responsive platforms and conducted end-to-end testing for cross-platform support

SOFT SKILLS

- Cross-Team Communication (Remote Teams)
- UI/UX Prototyping & Wireframing
- Client Brief Interpretation & Scoping
- Working with AWS or Google Cloud Platform
- Investor-Facing Presentation Work
- Iterative Debugging & Self-Teaching

DEV TOOLS / STACK

- GitHub Project Management & Issue Tracking
- Version Control (Git CLI + GUI)
- Vercel Deployments (React Apps)
- Google Firebase Authentication + Firestore
- Firebase Functions (Serverless logic)
- Peach Payments Integration (Secure Payment Gateways)

HOBBIES & INTERESTS

- Golf, Paddle Tennis, Dodgeball, Rugby, Gym
- Game Development & Design
- Self-Learning & Online Courses

Other Interests:

- Enjoying gaming with friends
- Hiking & outdoor adventures with my partner, family and friends

LANGUAGES

English (Native / Fluent)

REFERENCES

Anthony - COO
TFTL (NDA)
Email: yugantbrown@gmail.com

Mariyam Ferreira - Client
Aristone Solicitors
Email: m.f@aristonesolicitors.co.uk

Phillip
PSOFT (Pty) Ltd.
Phone: 083 288 5940
Email: phillip@psoft.co.za

Machine Learning AI Bot — June 2023 – July 2024
FULL-STACK DEVELOPER

- Delivered tailored web/mobile apps, integrating custom AI trading bots using Python + ML
- Managed: scoping, design, implementation, and client collaboration
- Built dashboards, CMS tools, and data automation systems across various client industries

PSoft (Pty) Ltd. — Jan 2010 – Dec 2020
FULL STACK DEVELOPER & TECHNICAL SUPPORT SPECIALIST

- Lead end-to-end website design and development for clients across multiple industries, delivering responsive, user-friendly interfaces.
- Built and maintained full stack web applications, combining front-end development (HTML, CSS, JavaScript) & server-side logic (PHP, MySQL).
- Developed and integrated customer databases, ensuring data integrity, backup systems, and secure access across platforms.
- Delivered customer support and technical troubleshooting, including software setup, live site maintenance, and post-deployment bug fixes.
- Collaborated with small business clients to translate their needs into scalable digital products with clear UX focus.
- Built foundational experience in web development that later evolved into game UI and system logic design.

SKILLS & ACHIEVEMENTS

Game Development / Unreal Engine

- Blueprint Scripting (UE5)
- Data Tables & Structures (UE5)
- Widget Blueprint Creation (UMG UI)
- Actor-Driven Objective Systems
- Player-HUD Integration
- Level Sequencer & Trigger Volumes
- Debugging Accessed None / Runtime Errors
- GameInstance & Save Data Management
- Modular Objective, Quest Systems & Inventory Systems
- UE5 Animation Blueprint Troubleshooting
- Crosshair Logic & UI Animation Hooks
- Custom Blueprint Interfaces (BPIs)
- UE5 Performance Optimization (UI & Logic)

Front-End Development

- React (with Hooks, Props, and Dynamic Components)
- Tailwind CSS (for responsive and mobile-safe design)
- PDF Export & Print-Ready Logic (e.g., for Will Tool)
- React Signature Pad & Datepickers
- Form Schema & Dynamic Renderer Logic
- Conditional Logic Evaluation in Forms
- Field Interpolation / Variable Injection