



Josh Lee

Creative Developer

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London, UK

About

Experienced developer, tinkerer & problem solver — I've been writing software since I was 12.

With a background in both **web** and **interactive experience development**, I meet the intersection: fantastic UI/UX.

An eye for detail, and a design mindset!

Skills

HTML5	AWS
CSS3	.NET
JavaScript	C#
TypeScript	Node
Vue	ASP.NET
React	JIRA
Figma	Unity
Blender	After Effects
Photoshop	Nuxt/Next

Links

github.com/toficofi

linkedin.com/in/joshualeedev

crunchywebdesign.co.uk

twitter.com/toficofi

EXPERIENCE

Crunchy Web Design Founder & lead developer

DEC '22 - PRESENT

I used my agency experience to found a company that sells web design and development services on a monthly package model, built with **Astro** and hosted on **Netlify**. I have several ongoing clients and work with subcontractors.

Sony Interactive Entertainment Software Developer

SEP '22 - JUL '23

Part of a project under NDA, involving **VR technology** with **data processing & visualization**, plus **cross-platform testing** and API usage.

As it was a small team, I often made design decisions and took ownership of the features I worked on.

Novicell UK Frontend Developer

JULY '21 - SEP '22

This was an **agency role** involving a modern tech stack (**Vue, Nuxt, TypeScript, PostCSS, Headless Umbraco & C#**).

I brought designs to life for a variety of clients across a diverse range of challenges — from **static marketing sites** to a scalable **real-time video communication platform** to compete with Zoom.

Often, I was involved with planning, scoping and feedback responses and interacted with technical and non-technical stakeholders alike.

Outplay Entertainment Software Developer

JULY '20 - NOV '21

Part of a small engineering to help launch Outplay's most technically challenging product yet to 1000s of users around the world.

I played a role as a generalist programmer with a broad scope: from **UI/UX & gameplay**, to **testing** and **liveops**, plus work on **tooling** and **documentation**.

Communication between code, art, design and production was paramount and we sought excellent code quality, a stringent review process and we were proponents of **SOLID** principles and the **MVC pattern**.

I'm especially proud of designing, pitching and developing a new automated E2E testing framework as part of my work.

ACHIEVEMENTS

Intro to Web Development workshop

I designed and hosted an Intro to Web Development workshop, to give potential career-switchers a taste of frontend web development, in collaboration with **IronHack**.

Into Games VWEX Mentor

Into Games hosted a Virtual Work Experience Week with students from Confetti College. I mentored a group of 6 students, helping them out with project guidance and feedback.

EDUCATION

BSc Software Development for Games, Glasgow Caledonian University

HNC Games Dev, West College Scotland, Paisley

BTEC I.T Level 3, East Berkshire College, Langley