

Frey Brightwater

FREY@CADNO.DEV - [CADNO.DEV](mailto:FREY@CADNO.DEV) - LONDON, UK - +447725904071

PROFESSIONAL EXPERIENCE

LIV - Content Creation Tools for VR (Meta Official Solution)

Developer Relations Engineer

June 2024-Jan 2026

- Scaled LIV Creator KIT (LCK) from launch to 1 million monthly active users and 1800+ game integrations within a year by owning developer onboarding, retention and relationship management.
- Led developer discovery interviews across partner studios to capture feature requirements and usability challenges; informed product strategy and accelerated key feature delivery.
- Proactively identified and researched AAA studios showing interest in the platform, initiating direct outreach to understand technical requirements and secure product adoption.
- Partnered with Gorilla Tag engineering team to implement LCK integration
- Translated community sentiment (Discord, Twitter, Zendesk) and support metrics to identify and eliminate common friction points for developers, cutting onboarding support tickets by 80%+ in the first 3 months.
- Built AI-forward documentation platform for LCK; collaborated with technical teams to build out examples and documentation.
- Standardised release processes for SDK launches and established QA pipelines to ensure production-ready releases.

ANYTHING WORLD - AI Powered 3D Model Generation & Animation

Head of 3D Development

October 2022 - September 2023

- Owned delivery and development of user-facing SDKs across Unity and Unreal; Translated stakeholder goals into actionable product roadmaps.
- Directed cross-functional teams, aligning support, ML, web and Unity/Unreal teams to achieve product goals.
- Drove agile development to iterate and improve product functionality and end-to-end user experience, reacting rapidly to changes in the wider AI domain and game development practices.

Lead 3D Software Engineer

February 2022 - October 2022

- Owned feature roadmaps for Unity and Unreal SDKs, maintained a steady release schedule balancing QOL and features.
- Coordinated with senior technical leadership and mentored junior developers.

3D Software Engineer

May 2020 - February 2022

- Designed and implemented API-driven systems in Unity, including runtime loading of 3D assets, procedural animation, character controllers and tooling UI.
- Developed Unity SDK with both a visual UI and a scripting API; Refactored loading systems, user interfaces and core functionality focused on extensibility, performance, and developer usability.
- Engaged with developers at industry events (including GDC) to gather feedback and deliver technical demonstrations.

SIEMENS MOBILITY GMBH - Traffic Intelligence Solutions

Digital Innovation Intern

Sept 2018 - September 2019

- Contributed to digital innovation initiatives at Siemens Mobility, delivering IoT and AR prototypes from concept to demonstration, co-authoring a successful £50k AI funding application.
-

EDUCATION

Bournemouth University

BSc (Hons) Games Programming - First Class Honours

2016 - 2020

- Dissertation: Procedural animation and model generation using a Unity prototype.
- Final Project: Built a custom 3D game engine in C++ using OpenGL.

DataCamp

Associate Data Scientist in Python

January 2026 - Ongoing

- Python, Matplotlib, Pandas, data manipulation, and data visualisation.
-

SKILLS

- Jira, Notion, Trello, Excel, Claude
- Zendesk, Mintlify, Docusaurus, AI Chatbot Setup + Management
- C#, Unity, Python, SQL, Github, VR/AR Development

INTERESTS

- Team Manager and Lead Programmer, Global Game Jam (2020-2023)
- Indie game development & 3D Modelling