

Joshua Farnaby

UI Designer

Portfolio: <https://joshfarnaby.wixsite.com/josh-farnaby/user-interface-design-portfolio>
LinkedIn: <https://www.linkedin.com/in/josh-farnaby>
Email: josh.farnaby@gmail.com
Mobile: +44 07548817153

About Me:

Hello, my name is Josh Farnaby, and I am a final year Games Design student with a passion for creating fun and intuitive player experiences. I have done a number of different projects either as a part of a module or as part of a game jam. I mainly specialize in UI design using Unreal Engine 5 to develop my interfaces.

Work Experience:

Games Design Intern:

- Throughout a 10-week Game Design internship with Chocheckpoint Creative and ran in collaboration with Teesside University, I completed work specialising in the role of UI Design for an unannounced Puzzle Platformer made in Unreal Engine 5 (UE5.)
- The work completed was in relation to transferring pre-made UI wireframes into block outs in UE5 and done by communicating with different disciplines.
- This process also involved me developing block out UI art in Adobe Illustrator and Krita as well as developing the core functionality of these UI screens.
- In addition, I developed a series of UI animations to add fluidity to different UI elements.
- To achieve this, I would also use the software Trello to keep track of different tasks and Perforce (P4V) for source control.

ILM Work Placement

- Through a week-long work placement, we were tasked with creating a concept and pitching in a team to ILM.
- It allowed me to develop my skills at generating and communicating my ideas to different people in my team.
- It also allowed me to develop my skills at pitching concise ideas to a group of people outside of my own team.

Past Education:

3rd Year Games Design BA (Hons)

09/2022 - 07/2025

Teesside University

Result: First Class Honors

Game Development Skills:

- Understanding of visual hierarchy (F and Z flows),
- Understanding of colour theory for different UI styles,
- Understanding of typography in UI,
- Developing UI for mouse and keyboard as well as controller,
- Developing diegetic and non-diegetic UI systems.

Soft Skills:

- Cross discipline Team communication,
- Problem solving,
- Improving from feedback.

Software:

- Unreal Engine 5 - UI visual scripting and animations,
- Figma - wireframes and user flow diagrams,
- Krita and Adobe Illustrator - UI Art,
- Perforce and GitHub - source control,
- PowerPoint - research and UI style guides,
- Trello - task organization.

Recent Game Jam Win:

- Caboodle, Won of Best Overall at Drinks Devs 2024: <https://nucelarx.itch.io/caboodle>

Recent Projects:

Doctrina

- For my final module at Teesside University, we were tasked with creating a project we were experienced with and is within our discipline.
- I decided to make an educational puzzle game about teaching the themes of UI Design due to my experience in making educational puzzle games and in UI design
- I worked in Figma to design as well as prototype the UI and Adobe illustrator to create the UI art.
- I also used Unreal Engine 5 for creating the functionality of the puzzles and UI animations.

Novarail

- During my 3rd Year at University, we were tasked with working in a team of 10 to make a game of our choosing for the Beta Arcade module.
- We choose to make a neonpunk themed endless runner about the player having to protect and prevent a train from slowing down otherwise they would lose the game, where I worked as a Technical UI designer.
- I worked on designing in Figma as well as implementing the functionality in Unreal Engine for different UI.
- I also worked on making the UI art in Adobe illustrator.

Recent Game Jam:

Caboodle

- This project was a game jam whereby the theme was "Wait...What?"
- For this, we choose to make a cutesy Guitar Hero inspired CO-OP game about petting as many cats as possible.
- My main role on this project was that of a Technical UI Designer.
- This meant that I mainly focused on designing different screen layouts as well as creating the functionality of those screens.

Hobbies:

- One hobby is that I have done playtesting with the company Ubisoft outside of my studies.
- Another hobby is joining the Tabletop Society at Teesside University to play the Tabletop game D & D, allowing me to discover more different games than video games.

References available at request.