

# Josh Farnaby

## User Interface (UI) Designer

**Portfolio:** <https://joshfarnaby.wixsite.com/josh-farnaby/user-interface-design-portfolio>  
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### About Me

Hello, my name is Josh Farnaby, and I am UI Designer with a passion for creating fun and intuitive player experiences. I have done several different projects either as a part of a module or as part of a game jam. I mainly develop UI using Figma, Unreal Engine 5 (UE5) and Adobe Illustrator.

### Work Experience

#### Games Design Intern, Chokepoint Creative 20th May 2025 - 24th July 2025

- Throughout a 10-week Game Design internship with Chokepoint 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

15th March 2022 - 17th March 2022

- Through a three day 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

#### Games Design BA (Hons)

09/2022 - 07/2025 Teesside University

**Result:** First Class Honors

#### Games, Animation and VFX (Level 3)

09/2020 - 05/2022 Middlesbrough College

**Result:** Merit

#### GCSEs (English & Maths)

09/2015 - 05/2020 Northfield School

**Results:** 6s

### 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.

### 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,
- Trello - task organization.

### Soft Skills

- Cross disciplinary team communication,
- Problem solving,
- Improving from feedback.

### Recent Game Jam Win

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

### Recent Game Jam Caboodle

- For this game jam, I worked on developing both the UI designs on paper and their functionality within Unreal Engine 5 as a Technical UI Designer.
- I would then communicate with our resident UI artist in developing the style and UI art assets for the different screens.
- This was for the Drink Devs 2024 game jam, under the theme "Wait What?", which we developed a CO-OP Guitar Hero inspired game about petting the most cats.

### Recent Projects Doctrina

- To begin with, I worked in Figma to design as well as prototype the UI puzzles and Adobe illustrator to create the sci-fi educational UI art.
- I would then develop my wireframes into the puzzle functionality within Unreal Engine 5.
- I would use playtesting feedback across production to improve the fluidity of the puzzles.
- This was developed as a part of my Final Year Project (FYP) at Teesside University, where we were tasked with creating a project for a discipline we are experienced with so I made an educational puzzle game about UI design themes.

### Novarail

- I would first start by using a design tool called Figma to develop wireframes of the needed UI, this being my first time using this design tool.
- To continue, I further stretched my skillset into new software by using Adobe Illustrator from the Adobe Creative Suite to develop the games Neonpunk UI Art
- I would also use cross disciplinary communication in my group to in addition, develop the technical side and animations for the UI.
- This was done as a part of a 3<sup>rd</sup> year module at Teesside University.

### Hobbies

- One hobby I have is doing playtesting here and there with companies like Ubisoft.
- Another hobby I have is in playing more physical board, card and tabletop games. This was also done as part of me joining the Tabletop society at Teesside University to engage with the community outside of my studies and video games.

**References available on request.**