



Daniel Farnham

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🔄 <https://github.com/DuckMeMz>

Professional Experience

Freelance Programmer, INFINITY27 / PROTOGÉ 🔗

2025 – Present

Completed a 1-month Unreal Engine bootcamp and was responsible for creating a new enemy for Samsara, a souls-like action RPG inspired by Buddhist mythology. Hired back for paid freelance work after completion. 🔗

- Created custom C++ components to improve performance and reusability
- Improved performance by ~15% using Unreal Engine's profiler and optimising enemy blueprints, AI controllers and Niagara systems.
- Iterated on gameplay design through extensive playtesting, designer feedback, and sprint demos, improving combat flow and adding requested features
- Worked cross-discipline with game designers, artists, and directors, transforming design pitches and feedback into gameplay features
- Managed progress using Hansoft and Miro, contributing to Agile Scrum with daily stand-ups, sprint planning, retrospectives, Level of Fidelity (LoF) checks and version control with Perforce
- Documented systems with UML class diagrams, balancing notes, and wiki entries
- Recognised for strong performance and reliability by being invited back for paid freelance work after successfully completing the bootcamp

Modules

Computing Consultancy Project, Final Mark: 88% 🔗

Programming, Final Mark: 93% 🔗

Virtual & Augmented Reality, Final Mark: 88% 🔗

Education

Northumbria University, Games Computing BSc 🔗

2023 – Present | Newcastle upon Tyne

Newcastle College, BTEC Level 3 Extended Diploma in Creative Digital Media (Games) 🔗

2021 – 2023 | Newcastle upon Tyne

Projects

Warpbound, SDL2 / C++ - 2025 🔗

- A C++ wave survival space game featuring a custom Spritesheet Animator.

Heart Garden, Unreal Engine 5 - 2025 🔗

- Worked with a real-life client to create an environment controlled by heart data.

AR Navigation Guide, Unity - 2025 🔗

- An AR navigation guide, designed for new students or visitors to navigate the campus.

CSV Level Loader, SDL2 / C++ - 2024 🔗

- An efficient C++ CSV level loader, allowing designers to add or modify levels without touching code.

Interests

Improving my skills beyond my degree — currently working on an OpenGL project to improve graphics programming skills

I enjoy strategy and co-op games — strengthening my problem-solving and teamwork skills.

Playing paddle tennis & snowboarding