

Daniel Farnham

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🔗 github.com/DuckMeMz

A motivated games programmer graduating from Northumbria University, skilled in C++ and Unreal Engine, with hands-on industry experience, delivering polished gameplay features from design concepts. A strong problem-solver, eager to learn and take on new challenges, and comfortable working within multidisciplinary teams on real client and group projects.

Professional Experience

Freelance Programmer, INFINITY27/PROTOGÉ ↗ 08/2025 – 01/2026 | Remote

Completed a one-month Unreal Engine bootcamp and returned as a paid freelance developer, creating a new enemy for *Samsara* ↗ .

- Worked cross-discipline with game designers, artists, and directors, turning design pitches and feedback into gameplay features.
- Iterated on gameplay design through extensive playtesting, designer feedback, and sprint demos, improving combat flow and adding requested features.
- Expanded the combat system to support a bull charge ability, integrating the new attack into the existing framework.

Education

Games Computing BSc, Northumbria University 2023 – Present

BTEC Level 3 Extended Diploma, Creative Digital Media (Games), Newcastle College 2021 – 2023

Projects

Warpbound, SDL2 / C++ 2025

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

Heart Garden, Unreal Engine 5 2025

- Worked with an industry 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 raylib project to expand my C++ knowledge.

Revisiting and refactoring past projects — to improve gameplay feel and code quality.

Skills

Languages — C++, C#

Engines & Frameworks — Unreal Engine 5, Unity, raylib, SDL2

Tools — GitHub, Perforce, Hansoft, Miro

Modules

Games Programming, *Final Mark 93%*

Virtual & Augmented Reality,
Final Mark 88%

Computing Consultancy Project,
Final Mark 88%