

Daniel Farnham

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🔄 github.com/DuckMeMz

- Gameplay programmer with strong C++ foundations, focused on designing and implementing modular gameplay systems.
- Delivered production features for real client projects, translating design requirements into working mechanics.
- Collaborated closely with designers and non-technical clients to iterate on features through feedback.
- Comfortable working within large production codebases and adapting to systems and workflows.

Professional Experience

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

Completed an Unreal Engine bootcamp and returned as a paid freelance developer, contributing gameplay features to a live project.

- Designed and extended gameplay systems and enemy behaviours from prototype through to release.
- Contributed within a sprint-based production environment, collaborating with designers and directors to iterate on gameplay systems.
- Debugged and improved combat logic through playtesting, sprint reviews, and designer feedback.
- Expanded the existing combat framework with a bull-charge ability, integrating the new behaviour cleanly into existing systems.

Projects

Component-Based Engine Prototype 2026 – Present

- Designed and implemented a component-based architecture in C++.
- Built a rendering system on top of raylib with material and shader management, supporting multiple dynamic lights.
- Validated core systems through a gameplay prototype to ensure the architecture held up under real gameplay conditions.

Low-Level 3D Graphics Programming (PS4 Dev Kit) 2025

- Developed 3D rendering features using a low-level graphics API on PS4 development hardware.
- Implemented manual shader setup, buffer management, and transformation pipelines without engine abstraction.
- Gained hands-on experience working close to hardware and managing the full graphics pipeline.

Heart Garden 🔗, Unreal Engine 5 2025

- Worked with an industry client to develop an interactive environment driven by real-time heart data.
- Implemented systems that controlled environmental visuals and interactions.
- Took responsibility for running client meetings, presenting progress, and guiding development based on feedback.

Education

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

Games Computing BSc, Northumbria University (May 2026) 2023 – Present

Skills

Languages — C++, C#

Tools — Git, GitHub, Perforce, Hansoft, Miro

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

Modules

Programming & Systems Development - 93%

3D Graphics Programming - 91%

Computing Consultancy - 85%