

EMILY FARIAS

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PROFESSIONAL PROFILE

UI/UX designer and engineer with 8+ years of experience bridging design and development to create intuitive, user-centered digital experiences. Experience that spans games and applications, including building and implementing UI systems for titles such as Tony Hawk's Pro Skater 3+4 and League of Legends: Wild Rift, as well as independently designing and shipping products from concept through launch. Currently pursuing an M.S. in Information Design & Strategy with a specialization in UI/UX at Northwestern University.

PROFESSIONAL EXPERIENCE

GAMEPLAY & UI PROGRAMMER

AUG 2025 - MAR 2026

Arrow International

Developed and implemented features for charitable and social games in Unity.

- Implemented UI/UX features improving player engagement and accessibility for diverse audiences
- Collaborated with design and art teams to translate creative concepts into functional gameplay and interface elements

GAMEPLAY & UI PROGRAMMER

MAR 2021 - FEB 2025

Iron Galaxy Studios

Programmed and implemented gameplay systems, UI, and design features for games developed in Unreal Engine, Unity, and proprietary engines. Contributed to projects for major industry leaders, collaborating across disciplines to deliver polished and engaging experiences.

Activision - Tony Hawk's Pro Skater 3+4 Remake

- Worked extensively in Unreal Engine (C++) with additional Blueprint scripting
- Active contributor to design direction
- Developed for multiple platforms, including Xbox, PlayStation, and Steam

Riot Games - Wild Rift

- Developed features in Unity (C#) and later a proprietary engine (C++)

PROGRAMMER, ARTIST, DESIGNER

AUG 2018 - MAR 2021

Independent Developer

Designed and developed multiple games and apps, overseeing the full development lifecycle from initial concept and artwork to programming, testing, and launch.

Brothers of Arcana

- 2D platformer
- Developed in Unity (C#). Designed and animated sprites using Adobe Photoshop and Corel Painter
- Released on App Store (iOS) and Google Play (Android)

Token Keeper

- Utility app designed to help users track tokens in Magic: The Gathering
- Developed in Xcode (Objective-C)
- Released on App Store (iOS) with 2.9K+ users worldwide

EDUCATION

M.S. Information Design & Strategy

Expected Dec 2027

Northwestern University | *Specialization in UI/UX*

B.S. Computer Science

Dec 2019

Texas A&M Central Texas | *Software Engineering & HCI*

A.A.S. Programmer Analyst

May 2017

Central Texas College

TECHNICAL SKILLS

Languages: C++, C#, Java, Objective-C, Python, JavaScript, HTML, CSS

Engines & Environments: Unreal Engine 4/5, Unity, Visual Studio, Android Studio, Xcode

Design Tools: Figma, Adobe Illustrator, Adobe Photoshop, Corel Painter, Blender, Substance Painter

Skills: UX Research, Interaction Design, Journey Mapping, Information Architecture, Prototyping, Usability Testing, Data Analysis, Illustration