Emily Farias

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Portfolio: emilyfarias.com

Technical Skills

Languages – C++, C#, Java, Objective-C, Python, Kotlin, JavaScript, HTML, CSS
Environments – Unreal Engine 4, Unreal Engine 5, Unity, Visual Studio, Android Studio, Xcode
Tools – Figma, Adobe Illustrator, Adobe Photoshop, Corel Painter, Blender, Substance Painter

Education

B.S. Computer Science – Texas A&M Central Texas
A.A.S. Programmer Analyst – Central Texas College

Volunteer Experience

GameHeads (2023) – Mentored a student in the GameHeads mentorship program, providing hands-on Unity guidance during game development.
PRGDA & Latinx in Gaming (2021-2023) – Mentored aspiring game developers through office hours and speaking engagements, including Cafecitos guest appearances and ConeXion interviews.

Experience

Arrow International   8/25 – Current

Develop and implement features for charitable and social games in Unity. Collaborate with designers, artists, and QA to deliver engaging and accessible gaming experiences that meet compliance and regulatory standards.

Charitable & Social Games – Gameplay & UI Programmer
- Developed and maintained game systems in Unity (C#), ensuring stable performance across multiple hardware configurations
- Implemented UI/UX features that improved player engagement and accessibility for diverse audiences
- Collaborated with design and art teams to translate creative concepts into functional gameplay and interface elements

Iron Galaxy Studios   3/21 – 2/25

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

Tony Hawk's Pro Skater 3+4 Remake – Gameplay & UI/UX Programmer
- Worked extensively in Unreal Engine (C++) with additional Blueprint scripting
- Developed and optimized features for multiple platforms, including Xbox, PlayStation, and Steam, ensuring a seamless experience across different hardware
- Partnered closely with UI/UX designers and game designers to develop solutions that balanced technical feasibility with creative vision
- Expanded role beyond programming to actively participate in design discussions, influencing creative direction.

Project (Riot Games, NDA) – Gameplay & UI/UX Programmer
- Developed features in Unity (C#) and later transitioned to a proprietary engine (C++)
- Assisted in integrating and optimizing game systems within an existing codebase
- Collaborated with multidisciplinary teams to ensure smooth pipeline integration

Independent Developer   8/18 – 3/21

Designed and developed multiple games and apps, overseeing the full development lifecycle from initial concept and artwork to programming, testing, and launch. Released on the Apple App Store & Google Play, including a charity-focused title and a utility app.

The Long Night Home – Designer, Artist, Programmer
- Released on App Store (iOS) and Google Play (Android)
- Mobile platformer developed to raise awareness and funds for Freedom Service Dogs of America
- Developed in Unity (C#). Designed and animated sprites using Adobe Photoshop and Corel Painter

Token Keeper – Designer, Artist, Programmer
- Released on App Store (iOS) with 2.9K+ users worldwide
- Developed in Xcode (Objective-C)
- Utility app designed to track tokens in Magic: The Gathering