**Josh Holinaty**

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## Experience

**Inflexion Games -  Lead UI/UX Artist** | June 2021—present
- Helped establish design tone and vision for open-world survival crafting game *Nightingale.*
- Familiar with the entire UI pipeline: from low-fidelity wireframes (Figma/AdobeXD), high fidelity mockups (Photoshop), to final implementation using UE5's UMG framework (Blueprints and some C++).
- Illustrated and designed iconography used across much of *Nightingale*'s UI, and some VFX materials.
- Iterated based on player and UXR feedback in close collaboration with other discipline leads.
- Mentored and led members in the UI/UX team across the UI process from ideation to implementation
- Part of the Mental Health First Aid team.

**Freelance Illustrator** | 2007—present
- Created illustrations primarily for editorial clients and published 8 children's books. Past clients include: *New York Times, WIRED, Barron's,* Slack*, Reader's Digest, The Hollywood Reporter, UD&SE, Euroman, Runner's World, Owl, the Globe and Mail,* Landyachtz Longboards, Sled Island Music, ATB Financial, Lukes Drug Mart, Farrow Sandwiches, and more.

**Edmonton Digital Arts College - Illustration Instructor** | 2012—2014
- Taught in the *Digital Illustration and Sequential Art* program.
- Designed curriculum alongside Lead Illustration Instructor for classes on Life Drawing, Design Fundamentals, Intro to Photoshop, and Digital Painting.

**Art Gallery of Alberta - Digital Media Coordinator** | 2010—2012
- Managed the AGA website (Wordpress), social media accounts, and digital gallery signage (Drupal).
- Designed marketing collateral for exhibition campaigns and seasonal events as a member of the marketing team, such as the quarterly *Refinery* party nights.

## Education

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| 2019-2021 | **Masters in Computer Science** (Human-Computer Interaction) | University of Toronto ⭐*Best Paper Supporting Reference Imagery for Digital Drawing* *Sketching for Human Expressivity Workshop, 2021 (IEEE/CVF)* |
| 2016–2018 | **Computer Programming Applications Certificate** | Ryerson University, Toronto |
| 2004–2007 | **Bachelor of Fine Arts** (Drawing) | Alberta University of the Arts, Calgary **NY Studio Program** (semester abroad) | Parsons New School of Design, New York |
| 2002-2004 | **Fine Arts Diploma** | Northwestern Polytechnic, Grande Prairie, Alberta |

## Proficiencies

- **Game Engines/Frameworks:** UE5 (UMG, CommonUI, Material authoring) Godot, LibGDX
- **Creative Tools:** Adobe Creative Suite, Figma, Blender
- **Programming**: Web (HTML/CSS/Javascript/PHP), C#, C/C++, Java/Kotlin, Swift, GDScript
- **Confident and Curious:** Happy to independently research and learn about new subjects. Always tinkering on side projects for fun.
- **Friendly collaborator:** I love being part of a team. Let's make great things!