

Josh Holinaty

josh@holinaty.com | 1.416.806.4548

holinaty.com | Edmonton, Canada

Lead UI/UX Artist | Inflexion Games | April 2023—present

UI/UX Artist | Inflexion Games | June 2021—April 2023

Leading and mentoring members of the UI/UX art team. Establishing design tone and vision for open-world survival crafting game *Nightingale*, from low-fidelity wireframes to final concept/implementation in Unreal 5. Internalized player, developer, and UXR feedback while iterating in collaboration with other discipline leads. Part of the Mental Health First Aid team.

Freelance Illustrator | Self | 2007—present

Created illustrations over the years, mostly editorial and published 8 children's books. Selected 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.

Illustration Instructor | Edmonton Digital Arts College | 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.

Digital Media Coordinator | Art Gallery of Alberta | 2010—2012

Managed the AGA website (Wordpress), social media accounts, and gallery digital signage (Drupal). Worked as part of the marketing team designing exhibition campaigns and seasonal events, such as the quarterly *Refinery* nights.

EDUCATION

- 2019-2021 **Masters in Computer Science** (Human-Computer Interaction) | University of Toronto
[Supporting Reference Imagery for Digital Drawing](#)
Best Paper Award at the Sketching for Human Expressivity Workshop, 2021
- 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

PUBLISHED GAMES/APPS

- Nightingale** 2024 A [survival crafting game](#) for PC. Available on Steam
- ChigginBlazzder** 2018 A [simple arcade "shooter."](#) Released on iOS and Android using libGDX
- KissTheDog** 2017 A [random dog generator](#) released on iOS and Android using libGDX.

RESEARCH/TEACHING ASSISTANCE

- Winter 2020 **Teaching Assistant** Department of Computer Science, University of Toronto
for *CSC318H1: Design of Interactive Computational Media*
Department of Computer Science, University of Toronto
- Summer 2020 **Research Assistant** Department of Computer Science, University of Toronto
Workbook design, for *CSC318H1: Design of Interactive Computational Media*.

Josh Holinaty

josh@holinaty.com | 1.416.806.4548

holinaty.com | Edmonton, Canada

PROFICIENCIES

- **Software/IDEs/Frameworks:** Rider/IntelliJ, Unreal, Godot, LibGDX, XCode, Adobe Creative Suite, Figma, Blender
- **Programming languages:** Web (HTML/CSS/Javascript/PHP), C#, C/C++, Java/Kotlin, Swift, GDScript
- **Confidence:** Independently research and learn about new subjects and tools I am unfamiliar with.
- **Curious:** Always tinkering on side projects.
- **Friendly collaborator.** I love getting along with others and being part of a team. Let's make great things!
- **Drums!** I like to play drums!