







Joe Osborne

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Profile

I'm a friendly, social and motivated game programmer with a passion for creating great experiences. I love when things come together and 'just feel right'.

I love solving problems. By taking a structured approach and assessing each part as independently as possible, I create solutions which can be rapidly iterated and re-used.

My educational background in both game design and programming makes me a flexible generalist with the understanding required to communicate with other team members. I love learning new skills to help my team, with my main interest in gameplay programming.

I find playing support to be extremely rewarding, both in-game and out. I enjoy mentoring and supporting my colleagues, as I know that will benefit the whole team.

I've almost always got some new hobby or another, but the ones that have stuck the longest have been technology & languages. My primary language is English and I'm working on my Danish.

Skills

C# Unity Python Git C++
JavaScript GitLab css Photoshop
3DS MAX HTML MS Office

Experience

Technical Associate – Games & Digital Media

University of East London 2015 – 2017

- Class assistant in Games & Media classes, using experience of Unity, C#, Unreal, PHP & web
- Helped facilitate course on making games with Stencyl for the Prince's Trust charity
- Worked with IT & games staff to maintain PC labs

Projects

Traces

3D Open-world adventure for Android & iOS

- Created during DADIU semester, over 6 weeks
- Implemented gameplay systems and tools
- Set up & maintained a CI pipeline to deliver builds

DADIU brings together student teams from many universities.

Too Many Crooks

2D Crime empire builder for PC

- Team project during MSc (Game Project)
- Gameplay and procedural character profiles
- UI Juice

Education

MSc Games (Technology)

IT University of Copenhagen 2017 – 2019

- Built a C++ game engine with SimpleRenderEngine
- Using data to improve game design / development
- Thesis: Generative Adversarial Nets for chess logs

<i>Notable Courses</i>	<i>Grade</i>
Game Prototyping	12
Play Design	12
Game Project	10

BSc (Hons.) Computer Games Development (Extended)

University of East London 2011 – 2015

- Game design core
- Specialisation in software development skills
- Dissertation: accessibility for the visually impaired & how design patterns could improve it

<i>Notable Modules</i>	<i>Grade</i>
Introduction to OO Games Development	1 st
Introduction to Computer Games Design	1 st
Gameplay Programming	1 st

Served as program representative throughout and was elected student governor & trustee for the Student's Union in my second year.