

Joe McGeoch Osborne

CURIOUS, FRIENDLY AND QUALITY-ORIENTED GAME DEVELOPER WITH A PASSION FOR ENGAGING, WELL-CRAFTED, ACCESSIBLE EXPERIENCES AND PLAYING SUPPORT. 🎮



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Skills

- C#
- Unity
- C++
- Python
- HTML / CSS / JS
- Peer programming
- Unit testing
- Godot
- NUnit, NSubstitute, Moq
- GitHub
- Agile
- CI / CD
- Prototyping
- Code review
- Batch / Bash scripting

Languages

- **English:** fluent
- **Danish:** limited conversational
- **Gaelic:** enthusiastic beginner

Hobbies

- Skateboard 🛹
- TTRPGs (Call of Cthulhu / D&D) 🎲
- Guitar 🎸

Passions

- Accessibility ♿
- Languages 🗣️

Experience

Unity Developer

MovieStarPlanet, December 2022 - February 2023

I worked with [Nebula](#), the company's suite of Unity frameworks. Focusing on the client-side, I implemented shared UI templates and API access, including progressive architectural enhancements to these features, and tested them with NUnit. I designed and implemented a parallel loading system to decrease player wait times.

Unity Developer

TimestoryVR, September 2022 - November 2022

I worked on an AR language learning app, [Speakit](#), for Røde Kors. I implemented an MVC pattern and a message broker to decouple the core systems and allow us to integrate new features and fix bugs quicker than expected, which allowed us to better meet the client's timeline.

Unity Developer

Brain+, March 2020 - June 2022

I worked with features across the codebase for [Enhance and Recover](#). Using GameCI and GitHub Actions, I created CI pipelines to automate testing and builds. I made tools to improve designer experience adding content. I used Flutter to build a new lightweight product based on a GraphQL content API.

Programmer, Unity / C#

DADIU (via IT University of Copenhagen), September 2018 - January 2019

Made Traces ([Play Store](#)), a game for mobile. I built a game event system, and project architecture and workflows to enable the team to work together. I also built and maintained project CI and a build server with GitLab CI.

Technical Associate - Games & Digital Media

University of East London, 2015 - 2017

Assistant for programming & design classes in a range of languages. I also managed the games lab PCs, helping the specific needs of game development fit into an otherwise uniform enterprise network.

Education

MSc Games (Technology)

IT University of Copenhagen 2017-2019

Built a C++ game engine, many C# Unity prototypes and a Chrome extension with JS. Completed [DADIU](#) studio program.

BSc (Hons.) Computer Games Development

University of East London 2011-2015

Development focus, with a core of game design. Programming in C++, C# scripting, AI & software architecture. My dissertation explored accessibility.