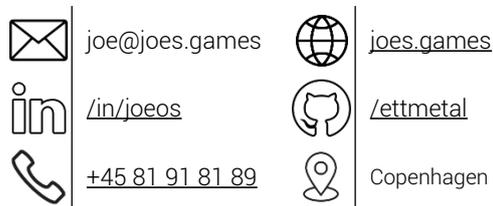


Joe Osborne



Profile

I'm a friendly, social and motivated game developer / programmer. I like to make games, prototypes and handy tools.

Creating great experiences is what gets me out of bed, both for players and for my team. I strive to do this in a flexible way – assessing problem pieces as independently as possible so they can be rapidly iterated and re-used.

I find playing support highly rewarding, both in-game and in the real world. I thrive in interdisciplinary teams where my background in both game design and programming makes me a good communicator.

As primarily a generalist, I adore learning new skills and techniques. I'm currently fleshing out a prototype using Godot, as a means of learning the engine.

A couple of the handy things I've made have made it to my GitHub account. My portfolio shows some of my favourite projects / prototypes / jam games.

I've almost always got some new hobby or another, but the ones that have stuck the longest have been technology & languages.

Skills

C# Unity Python Git C++

JavaScript GitLab css Photoshop

3DS MAX HTML

Experience

Technical Associate – Games & Digital Media

University of East London 2015 – 2017

- Assistant technical classes: Unity, C#, Unreal & web
- Developed in-house tools, e.g. EEG input for Unity
- 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 is an educational programme where students from many universities work together as mini game studios for a semester.

Too Many Crooks

2D Crime empire builder for PC

- Gameplay, procedural characters & UI juice
- Repository & workflow management

Replicator

Easy-to-use Object Pooling for Unity (alpha)

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
Thesis	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.