

David Osborne

Web & Indie Game Developer with a philosophy of creating robust and maintainable code that stands the test of time

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EXPERIENCE

Naked Kitchens, West Raynham Business Park — *Junior Web Developer*

February 2025 - PRESENT

Developing and maintaining the customer facing in-house 3D Kitchen Planner tool using HTML, CSS, JS, React and ThreeJS. Responding to tickets on Asana and implementing requested improvements. Collaborated within a small development team to resolve bugs and translate non-technical requirements into new features, strengthening the Naked Kitchens tech stack.

Tesco, Dereham — *Festive Colleague Nights*

October 2024 - January 2025

Adapted quickly to new procedures during peak season, restocking overnight under tight deadlines. Worked effectively in a fast-paced team to meet nightly targets.

Mastered, Remote — *Gameplay Programmer Bootcamp*

August 2023 - March 2024

Designed, pitched, and developed a Unity C# project, Movement Shooter, exploring advanced gameplay mechanics such as wall running. Used Project Management tools such as Trello and Slack. Regularly used Source Control via GitHub to backup and share my project. Used Microsoft Teams and Google Meets to attend group feedback sessions and 1on1's with my mentor to showcase my progress and seek feedback.

EDUCATION

Anglia Ruskin University, Cambridge — Bsc *Computer Games*

September 2020 - July 2023

Achieved a 2:1. Developed projects in Unity and Unreal Engine, including a standalone VR game for Oculus Quest 2.

College of West Anglia, Kings Lynn — *Level 3 Computing*

September 2016 - July 2018

Achieved D*DD. Studied Software Analysis & Design, Triple Programming, Web Development, and IT Networking. Gained Microsoft Office Specialist certification in Word & Excel.

SKILLS

- Languages & Frameworks: C#, C++, JS/TS (React), Python, PHP, Pascal
- Tools & Platforms: GitHub, Bitbucket, Perforce, Docker, Proxmox
- Engines: Unity, Unreal Engine

Interests / Misc

- Passionate about creating games — regularly take part in game jams both solo and in teams.
- Publishing a game is high on my bucket list.
- Played university eSports, including captaining and serving on the committee.
- Enjoy single-player RPGs and Nintendo first-party titles.
- Daily drive macOS & Manjaro Linux at home.
- Exploring machine learning in Python, including running local LLMs.
- MOS certified in Word & Excel.