

# 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

Develop and maintain the main company website and the integrated custom 3D Kitchen Planner using React, Next.js, Three.js, PHP, and JavaScript.

Prioritize rendering performance and interactive user experience for both the 3D tool logic and the website architecture.

Operate within an Agile methodology using sprints to manage the full lifecycle of feature requests and bug fixes via tickets on Asana.

Translate non-technical requirements into robust technical solutions while collaborating with a small development team to strengthen the tech stack.

### **Tesco**, Dereham — *Festive Colleague Nights*

October 2024 - January 2025

Demonstrated high adaptability and work ethic in a deadline-driven, fast-paced environment during peak seasonal operations.

### **Mastered**, Remote — *Gameplay Programmer Bootcamp*

August 2023 - March 2024

Engineered *Movement Shooter*, a Unity C# project featuring advanced physics-based mechanics including wall-running and momentum systems.

Leveraged industry-standard tools including GitHub for version control and Trello for agile project management.

Participated in professional 1-on-1 mentor sessions and group feedback loops to iterate on gameplay feel and technical efficiency.

## EDUCATION

### **Anglia Ruskin University** — **BSc Computer Games (2:1)**

September 2020 - July 2023

Developed complex projects in Unity and Unreal Engine, including a performance-optimized VR title for the Oculus Quest 2.

### **College of West Anglia** — **Level 3 Computing (D\*DD)**

September 2016 - July 2018

Core modules: Software Analysis & Design, Triple Programming, Web Development, and IT Networking.

## SKILLS

- Languages & Frameworks: C#, C++, JS/TSX (React), Python, PHP, Pascal
- Tools & Platforms: GitHub, Bitbucket, Perforce, Docker, Proxmox, NextJS, Cloudflare
- 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 & Arch Linux at home.
- Exploring machine learning in Python, including running local LLMs.
- MOS certified in Word & Excel.