

GEORGE OSBORNE

Software Engineer

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SUMMARY

I'm George, a computer games technologies student, currently studying at Sheffield Hallam University. I have just completed my second year of university and am actively seeking a placement opportunity in the software development field to apply and hone my skills further. I enjoy specialising in gameplay and tools programming, with strengths in C#, Python and Unity. I have delivered multiple projects, including team projects collaborating with artists and designers.

PROJECTS

Team RPG Project

- A 6-week collaborative project built with a group of designers, artists and programmers
- Developed gameplay systems built in C# using Unity, Managing version control and integrating assets from non-programmers
- Systems include dialogue, enemy and boss AI, player movement and control

2D Point and Click, Game Jam

- Developed a short point and click game within 2 days for a game jam, working together with an artist and musical designer, to deliver a short project under time constraints

3D Fishing Game

- A 12-week group project working with artists, designers and digital media production students
- Lead programmer, managing gameplay and UI systems in both 2D and 3D, using GitHub for version control across our team
- Systems include 2D and 3D player control, economy systems, save/load files and animation state machines

Python Simulation Demonstration

- An interactive physics demonstration using Python, Pygame and pymunk
- Showcases water flow and evaporation using particles.

EDUCATION

Outwood Academy City – 8 GCSEs at grade 7 or above

Sept. 2017 – June 2022

Sheffield College – BTEC National Extended Diploma in IT – DMM

Sept. 2022 – June 2024

Sheffield Hallam University – Computer Games Technologies

Sept. 2024 – Present

Notable Modules – 3D game development (1st), Python Programming (1st),
Mathematics and computer architecture (1st)

EXPERIENCE

Crew Member, Mcdonalds

July. 2022 – Present

- Developed strong communication and teamwork skills in a fast paced environment
- Demonstrated reliability and consistency through long term employment alongside full time study

KEY SKILLS

- C#
- Python
- HTML/CSS
- Git/Github
- Unity 2D + 3D
- Unreal Engine