

179 Saintvry Way  
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# Julius Osborne

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## SKILLS

**Languages:** Javascript, CSS, PostgreSQL, C#, HTML5

**Libraries/Frameworks:** jQuery, Bootstrap, Node, Express.js, MongoDB

**Other Skills:** Git/Version Control, Debugging, Project Management, Adobe Photoshop, Microsoft Office,

## Software Engineering Experience

### **General Assembly Immersive, Remote** – *Software Engineering Graduate*

**November 2020 – Present**

- Completed 13 weeks, 420+ hours of instruction, collaborating with a cohort in a career accelerator program.
- Studied and trained in various object-oriented programming languages and other relevant technologies.
- Studies front-end, SPA, as well as back-end, MVC, programming fundamentals and use these skills to build RESTful APIs and full-stack applications in agile software development teams as well as individually.

## Other Experience

### **3D Generalist** – *Freelance*

**2017 – Present**

- Able to create game-ready models for production, using Zbrush, Blender, Photoshop, Substance Painter and other tools.

## EDUCATION

### **General Assembly Immersive, Remote** – *Software Engineering; Full-Stack*

**November 2020 – February 2021, Remote**

- Completed 13 weeks, 420+ hours of instruction, collaborating with a cohort in a career accelerator program.
- Completed 4 projects over 3 months utilizing various frameworks, libraries and languages.