Osprey H. Varboncoeur

Software Developer, Game Designer
She / Her / Hers
[GitHub](#) | | [LinkedIn](#) | | [Portfolio](#)

Redmond, WA

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|| Skills
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- ➢ **C, C++, C#, Git, Unreal Engine 5, Unity**
- ➢ **Productivity Tools**
    - o Microsoft Visual Studio
    - o Tortoise SVN
    - o Git
    - o Microsoft Azure DevOps
- ➢ **Game Engine Architecture and Design**
    - o Intimate knowledge of Unreal Engine architecture
    - o Physics and Collision
    - o Tools (JSON, ImGui, Level Designer's Toolkit, misc. serialization)
    - o Game Object pipeline
- ➢ **Asset Creation for games : 2D pixel Art** | | Tile Sets | | Animation

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|| Education
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DigiPen Institute of Technology   *August 2020- Present*

    Bachelor's of Computer Science and Game Design | | Expected Graduation: May 2024

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|| Project Experience
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Producer (300/350), Technical Director (375), Programmer   *August 2022 – Present*
InfeStation – GAM 300, GAM 350 & GAM 375

- ➢ [Game Trailer](#)
- ➢ Professionally developed, cross-discipline game project working in Unreal Engine 5.
- ➢ Created custom default instanced classes abstracted from Unreal default classes, providing a data-driven & serialized architecture.
- ➢ Responsible for coordinating the technical vision and planning for the team.
    - o Understand and adjust for other department's technical needs, Design priority.
- ➢ Implemented agile & common core philosophy to improve communication & alignment.

Associate Producer, Programmer   *August 2021 – April 2022*
Gold Swarm – GAM 200 & GAM 250

- ➢ [Game Trailer](#)
- ➢ Year-long project working on an interdisciplinary team of designers and programmers.
- ➢ Custom C++ & Lua engine
- ➢ Helped implement Separating Axis Theorem for Collision, integrated third-party software for level iteration, and helped maintain the core codebase
- ➢ Assist the Producer in bookkeeping, meeting structure, and overall team communication

Programmer   *Spring 2021*
Fowl Depths – GAM 150

- ➢ [Game Trailer](#)
- ➢ 8 week long project on a team of five programmers
- ➢ Implemented basic collision and physics for circle and squares
- ➢ Created tile set and character animation assets
- ➢ Implemented a finite-state AI behavior system

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|| Professional Experience
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Instructor, Producer | | Redmond, WA | | *Summer 2023 - Present*

Open World by DigiPen

- ➢ Instruct children ages 6 – 18 on game design, Unreal & Unity.
- ➢ When not instructing, assist instructors with various production tasks, including: document collating, technical help, and keeping the children entertained during breaks.

Sauté Cook, Grill Cook, Prep Cook | | Redmond, WA & Chattanooga, TN | | *2016 – Spring 2023*

Woodblock, Old Gilman Grill, others (Professional Kitchens)

- ➢ Prepare for and quickly resolve disruptions to workflow
- ➢ Self-Directed work in a high-skill and high-pressure environment
- ➢ Developed soft skills that most of my peers have not experienced.

Ranger Counselor | | Polk County, TN | | *Summer 2013 & 2014*

YMCA Camp Ocoee

- ➢ Spent 9 weeks in open air cabins educating children ages 7-17
- ➢ Worked on climbing wall, provided a positive role model.

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|| Extracurricular & Recognition
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President | | Redmond, WA | | *August 2020 – Fall 2023*

People Respecting Individuals and Sexual Minorities – PRISM

- ➢ LGBTQIA+ Student Organization at DigiPen, winner of multiple "Club of the Year" awards.
- ➢ Lead organization of DigiPen's presence in Seattle Pride Parade.
- ➢ Connecting marginalized communities during global pandemic.
- ➢ Organized queer-friendly events: Maid Café, Pride Faire.
- ➢ Worked with DigiPen C-suite and EVP level executives to support representation for queer people throughout the university.

Leadership Scholarship Recipient | | Seattle, WA | | *2020*

Greater Seattle Business Association – Seattle's Queer Chamber of Commerce

- ➢ Competitive scholarship, selected from a pool of over 300 applicants.
- ➢ Selected for demonstrating leadership and a progressive attitude for improving the lives of Queer people, both in the university and out.
- ➢ Four year, 7,000 dollar per year scholarship.