

# George Osborne

## ABOUT ME

I am a computer games technologies student at Hallam University, currently studying in my 2<sup>nd</sup> year. Passionate about software and game development. I have greatly enjoyed working in group projects utilising Unity, Unreal and a range of programming languages. I am eager to gain professional experience in this industry and put my skills into real-world development

## TECHNICAL SKILLS

C#

Python

HTML/CSS

Unity

Unreal Engine

Visual Studio

Git/GitHub

## Contact Information

07735849755

Georgeosborneno83@gmail.com

[Portfolio](#)

## GAME PROJECTS

Team RPG Project (Unity, C#)

A 6-week group project focused on collaboration with different specialists, including artists and designers, to bring a project to life.

3D FPS cookie clicker Style Game (Unreal, Blueprints, C++)

A time-based cookie clicker-style game, transformed into 3D using Unreal Engine 5.

2D Point and Click, Game Jam (Unity, C#)

A short point and click game made for the game jam 'Jamseptic eye 2025', Working with an artist and Music Designer.

Roguelike Bullet Hell (Unity, C#)

A Roguelike, bullet hell game with different enemy and weapon types, with procedural enemy generation and scaling difficulty.

## OTHER PROJECTS

Web Development at College (HTML, CSS, JavaScript)

Built Interactive Websites as part of my college coursework

Database development for college exams. (SQL, Microsoft Access.)  
Designed and implemented large scale databases using provided big data.

## EDUCATION

Sheffield Hallam University | BSc (hons) Computer Games Technologies.

Sheffield College | BTEC National Extended Diploma in IT.  
Outwood Academy City | 8 GCSEs at Grade 7 or above.

## EXPERIENCE

McDonalds Crew Member (2022 - Present)

Helped me greatly in developing communication and professional skills in a fast based environment.

## REFERENCES

Available upon request.

