

# ENDLESSETTE OSBORN

## Technical Artist

### CONTACT

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Technical artist with a love for game development and a fascination with the line between tech and art, between problem solving and creativity.

### SKILLSET

#### Tools

Unreal Engine • Niagara • Houdini • Unity • Maya • 3DS Max • Blender • Substance Painter • Adobe Suite • Python • C++ • VEX • Github • Perforce • Trello • Jira

#### Skills

Shaders • VFX • Game Development • Procedural Modeling • Programming • Graphic Design • Animation • Production

### EXPERIENCE

#### Founder of Blobs Games

JUNE 2024 - PRESENT

##### Game Director | Technical Artist

- Directed and managed team of 9 to carry out artistic visions within tight deadlines for 3 games
- Facilitated communication between disciplines for efficient development

#### SJSU Game Development Club

FEB 2024 - PRESENT

##### Officer | Graphic Designer

- Overhauled and organized server to increase engagement for club members
- Designed graphic layouts, mascot designs, posters and fliers for advertisement outreach

#### Figure Fighter Falky Short Film

DEC 2024 - PRESENT

##### Visual Effects Artist

- Created footstep particle systems, dust trails and impact effects
- Designed real-time sand deformation system using render targets, vertex shaders and Niagara

### PROJECTS

#### GoCones (Blobs Games)

AUG 2024 - DEC 2024

##### Director / Producer / Tech Artist | An ice cream truck simulator game in Unreal

- Created custom post-process shader to push art direction based on references
- Designed procedural generation system for infinitely generating city
- Won "Best Game of the Semester" and "Best 3D Art" for SJSU Fall Game Jam

#### Thirsty (Blobs Games)

JULY 2024

##### Producer / Tech Artist | A vampire stealth game in Unreal

- Designed map layouts to push visual storytelling alongside player's experience
- Managed deadlines to output finalized game within 1 week
- Won "Best on Theme" and "Best Art Direction" for SJSU Summer Game Jam

### EDUCATION

#### San Jose State University

AUG 2023 - PRESENT

##### Animation/Illustration BFA

- Game Development Club
- Shrunkenheadman Club
- ACM SIGGRAPH Student Chapter

