

Ericson Osaigbovo

Unreal Engine Developer

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Summary

Unreal Engine developer with 7+ years of experience building gameplay systems in C++ and Blueprints. Shipped plugins on Fab and a game on itch.io. Specializing in combat, AI, UI/UMG, and rendering.

Skills

Engine:	Unreal Engine 4 & 5	Languages:	C++, Blueprints, HLSL
Systems:	Combat, Camera, Quest, Save	AI:	Behavior Trees, Scoring
UI:	UMG, Slate, HUD Widgets	Rendering:	MPC, Scene Capture, HLSL

Projects

2020 – Present **Project Lucian** — [Action RPG](#) | [UE5](#) | [Solo Developer](#)

- Converted a turn-based JRPG template into real-time action combat with party switching, combos, and a Ultimate Arte system
- Built Behavior Tree-driven enemy AI that reacts dynamically to player tactics
- Developed dynamic battle/target camera with smooth exploration-to-combat transitions
- Implemented smart dodge using capsule sweeps scored by obstacle clearance and enemy avoidance
- Created quest system with procedural generation, quest chains, and NPC assignment

2017 – 2019 **Phoenix Blade** — [Action Game Beta](#) | [UE4](#) | [Published on itch.io](#)

- Shipped a playable beta; applied lessons learned to Project Lucian's systems architecture

Plugins (Fab Marketplace)

On Fab **Mini Map System** — C++ minimap with fog of war (CPU grid to GPU texture, HLSL blending), MPC rendering, pooled icons, save/load

On Fab **Photo Mode System** — Photo mode plugin with camera controls, filters, and screenshot capture

Education

2023 **BS Information Technology** — University of Massachusetts Boston