

# Cole Osborne

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## Profile

I am a Unity developer with two years of professional experience creating VR, MR, AR, and PC applications. My work includes developing immersive training tools and interactive marketing experiences for clients, where I have gained real-world experience delivering polished, functional applications that meet client needs. In addition to my professional work, I am completing my degree in Game Programming at the University of Derby, where I am enhancing my technical expertise and creative problem-solving abilities.

I have a strong foundation in Unity and am currently expanding my skills in Unreal Engine and C++ through my involvement in the team project Helix Labs: Classified, a horror game inspired by SCP elements. I am always eager to take on new challenges and develop innovative gameplay and systems design solutions.

## Professional Experience

**BLOC DIGITAL | JUNE 2023 - PRESENT**

### UNITY DEVELOPER

In this role, I'm responsible for developing and implementing interactive and visually stunning applications using Unity Engine. Collaborating closely with a talented team of developers and designers.

My time as a Unity Developer for Bloc Digital significantly enhanced my technical skills and allowed me to work within a collaborative and innovative environment

One of the most notable projects I undertook involved developing an information overlay application. This cutting-edge application utilized a transparent OLED to seamlessly display information atop a 3D printed engine. Notably, this involved the activation of specific motors and lights, adding a dynamic and interactive layer to the user experience through serial communication with an Arduino.

In another captivating project, I delved into the realm of Extended Reality (XR) by creating an immersive experience using the Quest 3. The task at hand was the disassembly and removal of a gearbox from a robotic arm. This XR experience was meticulously designed to guide users through a step-by-step procedure, requiring intricate tool interactions such as a screwdriver and torque wrench. The result was an innovative XR training tool that not only provided hands-on learning but also elevated the training process to a new level of engagement and effectiveness.

### Key Points:

- Creating interactive and immersive VR, MR, AR, and PC applications for clients across various industries
- Collaborating with Modelling & UX/UI teams to deliver polished applications meeting specific client needs

## Education

### UNIVERSITY OF DERBY | 2021-PRESENT COMPUTER GAMES PROGRAMMING

Relevant modules: Programming, Computational Mathematics, Foundations of Computer Science, Networking fundamentals and Databases.

- Developed an effective prototype of a game/windows application that used classes efficiently to move objects from various lists including inventory, shop and equipping the specific objects onto the character handling cost, stats and specific type of item. Quickly overcame any problems by meticulously testing and improving on the code at every step.
- Gained experience in multiple programming languages such as C, C++, C# and Python.
- Designed a network of a school with a complete layout plan and hardware used including routers, switches, wireless access points and different types of cabling used.

## Programming Skills

- Programming Languages: C#, C++, Python
- Development Tools: Unity, Visual Studio, Unreal, Rider

## Other Experiences

### NCS – NATIONAL CITIZENSHIP SERVICE | SOCIAL DEVELOPMENT PROGRAMME | SUMMER 2019

During the summer of 2019 I went on NCS which is a voluntary personal and social development programme, funded largely from the UK government.

- Helped organize a fundraising event for charity during the social action project
- Improved my communication, teamwork and problem solving skills, meeting new people by completing different tasks and activities together.
- Assisted at a children's community centre, organizing the space and tools for which activities took place.

## Activities and Interests

- University of Derby eSports Valorant team captain, this entails proactively communicating information to team members, organizing the team with times and dates for tournaments and meetings together
- Playing guitar and learning piano
- Following latest technology news as it interests me and to keep up to date with any technology I might have to use in the future
- 3D printing
- Creating bots for discord, for multiple years I have been coding python discord bots just for enjoyment and have helped others with this as well