

DAVID OSBORNE

FULL STACK DEVELOPER

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SKILLS

Languages: C#, C++, Python, JavaScript, TypeScript, SQL, PHP, Pascal

Frameworks: React (Next.js), Vue (Nuxt.js), Astro, Three.js, MedusaJS, Sanity, OpenCart

Engines: Unity, Unreal Engine

Runtime: Node.js

Tools: Git, Sourcetree, Cursor, Claude, LM Studio, Agentic workflows

Hosting: Vercel (CI/CD auto-deploy), Cloudflare (self-managed DNS), Northflank, GitHub, GitLab

EDUCATION

Anglia Ruskin University
BSc Computer Games (2:1)
Sep 2020 – Jul 2023

College of West Anglia
Level 3 Computing (D*DD)
Sep 2016 – Jul 2018

PROJECTS & INTERESTS

leagueofstats.xyz — built on the Riot Games API to analyse in-game trends, hosted on Vercel with a cloud SQLite cache.

Solo mech defender prototype — Unity PvE project, version-controlled via GitLab.

Homelab — self-hosted TrueNAS server running network services via Docker.

MOS certified in Word and Excel.

EXPERIENCE

Junior Web Developer Feb 2025 – Present
Naked Kitchens, West Raynham Business Park

- **Agentic-first workflow:** implemented an agentic-first workflow using Cursor and Claude, accelerating delivery across front-end, internal tooling and infrastructure.
- **Full-stack development:** re-created the main website and a custom 3D Kitchen Planner using React (Next.js), Three.js and Sanity. Wrote Go scripts to batch-convert pages such as the Portfolio and Styles subpages. Connected **Google Tag Manager** for customer behaviour tracking.
- **B2B tool integration:** maintaining and connecting the 3D planner to MedusaJS, building a real-time sales configuration and order processing tool.
- **Infrastructure modernization:** migrated legacy OpenCart infrastructure to MedusaJS and developed internal order/ticket management systems, with automation API calls syncing tools to **HubSpot CRM**.
- **Performance & workflow:** prioritized high-performance rendering and smooth UX throughout.
- **SEO & quality:** solely rebuilt norfolkoak.com, achieving near-perfect Google Lighthouse scores sitewide; deployed on Northflank and validated each release against a structured test checklist.
- **Collaboration:** translated non-technical requirements into clean code within a small, collaborative development team.

Gameplay Programmer, Bootcamp Aug 2023 – Mar 2024
Mastered, Remote

Created Movement Shooter, a Unity C# project featuring advanced physics-based mechanics including wall-running.

Festive Colleague, Nights Oct 2024 – Jan 2025
Tesco, Dereham

Demonstrated high adaptability and work ethic in a deadline-driven, fast-paced environment during peak seasonal operations.