

David Osborne

Web & Indie Game Developer with a philosophy of creating robust and maintainable code that stands the test of time

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EXPERIENCE

Naked Kitchens, West Raynham Business Park — *Junior Web Developer*

February 2025 - PRESENT

- **Full-Stack Development:** Re-created the main website and custom 3D Kitchen Planner using React (Next.js), Three.js and Sanity. Primarily front-end development, created scripts using Go to batch convert pages e.g. Portfolio & Styles subpages. Connected Google Tag Manager for tracking customer behaviour.
- **B2B Tool Integration:** Maintaining and assisting connecting the 3D planner to a headless JS backend, creating a real-time sales configuration and order processing tool.
- **Infrastructure Modernization:** Migrated legacy OpenCart infrastructure to a modern headless e-commerce setup and developed internal order/ticket management systems. Wrote automation API calls to let tools sync to Hubspot CRM.
- **Performance & Workflow:** Leveraged AI tools (Cursor, Claude) to accelerate development while prioritizing high-performance rendering and smooth user experiences.
- **Collaboration:** Translated non-technical requirements into clean code within a small, collaborative development team.

Tesco, Dereham — *Festive Colleague Nights*

October 2024 - January 2025

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

Mastered, Remote — *Gameplay Programmer Bootcamp*

August 2023 - March 2024

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

EDUCATION

Anglia Ruskin University — **BSc Computer Games (2:1)**

September 2020 - July 2023

Developed complex projects in Unity and Unreal Engine, including a performance-optimized standalone VR title for the Oculus Quest 2.

College of West Anglia — **Level 3 Computing (D*DD)**

September 2016 - July 2018

Core modules: Software Analysis & Design, Triple Programming, Web Development, and IT Networking.

SKILLS

- Languages: C#, C++, Python, JavaScript, TypeScript, PHP, Pascal (Skyrim modding via xEdit)
- Frameworks & Architecture: React (Next.js), Vue (Nuxt.js), Astro, NodeJS, ThreeJS, MedusaJS (Headless JS E-commerce), Sanity (CMS), OpenCart
- Engines: Unity, Unreal Engine
- Tools: Git, Git LFS, Sourcetree, Cursor, Claude, LM Studio, Agentic workflows
- Hosting & Platforms: Cloudflare, Vercel, GitHub, GitLab

Interests / Misc

- Projects & Game Jams: Active participant in game jams. Currently developing a solo PvE mech defender prototype in Unity, version-controlled via GitLab.
- Homelab & Self-Hosting: Maintain a self-hosted TrueNAS server running local network services and applications via Docker.
- Esports: Played university Esports; served as team captain and on the society committee managing the community Discord server.
- Technical Environment: Daily drive macOS and run a custom Arch Linux desktop at home, currently headless..
- AI & Coding: Explore machine learning in Python and run local LLMs, balanced with occasional "AI de-tox" periods to focus on traditional programming.
- Gaming: Long-time fan of single-player RPGs and Nintendo first-party titles.
- Certifications: MOS certified in Word and Excel.