

Main

Name

CJ Osborne

Title

Software Engineer

About Me

Detail-oriented Computer Science student with a focus on Real-Time Interactive Simulation. Experienced in developing high-fidelity graphics systems using C++, OpenGL, and Unreal Engine. Seeking to apply expertise in real-time 3D rendering and system optimization.

Info

Contact

Phone

303-210-9656

Email

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LinkedIn

https://www.linkedin.com/in/cj-osborne-083950301/

Portfolio

https://cjcats1.github.io/

Location

Seattle(willing to relocate)

Education

DigiPen Institute of Technology

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Graduated

Expected April 2026

Skills

Programming Languages

C++, C#, HLSL, GLSL, Python(familiar), MATLAB(familiar)

Graphics Libraries

OpenGL, DirectX11, Vulkan

Methodologies

Agile Software Development, Scrum, Object-Oriented Design (OOD)

Tools

Git, Visual Studio, FMOD, Perforce, ClickUp, Trello

Soft Skills

Teamwork, problem-solving, written and verbal communication

Projects

AtlasNet

Aug 2025 - present

Server meshing API for use in Massively Multiplayer Online Games(MMO's) or any large scale continuous world that dynamically partitions server usage.

- Assisted with networking back-end
Made several partitioning heuristics
Made a visual debugging tool to manage how base server is partitioning and managing entities.
Using machine learning as a heuristic for partitioning
Developed a web-based visual dashboard to monitor real-time server partitioning and entity health

Barton

Aug 2024 - May 2025

3D puzzle game where the player collaborates with a genAI powered sidekick via conversation to solve environmental puzzles.

- Made with Unreal Engine 5.4, ChatGPT 4o, Perforce
Implemented tools for an interaction system
Collaboration of 20 developers, including artists, designers, and sound designers to ensure cohesive gameplay mechanics and design.
Featured in LVLUP Expo 2025

Specter Inspector

Aug 2023- May 2024

Puzzle game set within desktop windows that players drag and interact with to navigate the world.

- Served as the systems/physics engineer, developing a complex physics system with AABB calculations.
Designed and implemented a custom particle system to enhance visual feedback.
Implemented point-line collision detection using raycasts for smooth player interactions using C++.
Shipped to Steam with over 17k+ downloads

Personal projects and studies

- Custom game engine architecture
Graphics pipeline integration
GLSL and HLSL shader programming
FMOD integration
Custom physics engine
OpenGL and DirectX11
Unreal Engine 5 development tools and pipelines
LLM Integration (ChatGPT 4o)
Debugging and CPU/GPU Optimization
Data Science in Python
Custom fluid simulations