

GREGORY OSBORNE

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gosborneaudio.com

Experience

VIRTUAL REALITY DEVELOPER AND GAME AUDIO SPECIALIST February 2018 - Present

- Developing "Rave Gazebo", dance-interactive VR album using Wwise and Unity in VR
- Composed music for interactive VR theater experience "Bank Heist" by Jason Moore for High Fidelity
- Composed for VR melee fighting game Warm Shadow (unreleased, 2019)
- Interned at the Public VR Lab, created audio for the project "Immigration: in full frame", with demos at Hubweek 2018, made a recreation of Electroplankton Hanenbow level in Simmetri VR
- Developed VR applications for education with the Institute for Creative Entrepreneurship at Berklee, collaborating with MIT and Harvard students on educational game "VR Crime Scene"
- Collaborated with University of Utah EAE program for AR game RideShARE (unreleased, 2019)
- Collaborated with the Brown/RISD game dev program, Hot Pot and Ink Platformer 2018
- Attended game jams, including Global Game Jam 2019, ADL "Being an Ally" Game Jam 2018, Reality Virtually Hackathon 2019-20, Purple Monkey Game Jam 2019, Berklee Game Jam 2019

TEACHING FACILITATOR WITH XRTERRA March 2020 - Present

- Wrote for and organized curriculum for intensive 12 week XR development bootcamp
- Successfully facilitated over 6 cohorts of students
- Regularly aided students in troubleshooting, debugging, and developing their projects
- Primary audio implementation teacher and advisor

AUDIO ENGINEER June 2018 - Present

- Interned at My Lady On Fire studio for summer semester 2018, aided setup at live gigs, mixed two hour shows for social media posting
- Taught middle/high school kids audio engineering and production at Interlochen Summer Arts Camp 2019, troubleshooting the first year of the audio engineering program

MUSIC PRODUCER AND DJ May 2014 - Present

- Examples can be found at: https://soundcloud.com/greg_os

Skills

DAWS: Ableton user for 5+ years, Proficient in Logic and Pro Tools

GAME AUDIO IMPLEMENTATION: Wwise, Unity, VRTK, Resonance spatialization, Reaper ATK

SOUND DESIGN: Sound replacements, logo sounds and branding, game sfx, ad sound design

MUSIC COMPOSITION: game audio, band arranging, songwriting, electronic music, live performance

Education

Berklee College of Music, Boston, MA, Bachelor of Music, graduated May 2019

- Major: Contemporary Writing and Production, Minor: Video Game Scoring. GPA of 3.864