

Kevin Osgyan

Senior - Game developer

Sweden



Education



The Game Assembly - Technical Art

2020 - 2022

Scripting, HLSL, Shaders, Procedural generation, Game development

The Game Assembly - Level design

2017 - 2020

Agile scrum, Visual Scripting, Level design, Game design, Game development

Ljud och Bildskolan - Graphic design

2011 - 2014

3D Modelling, Sculpting, Texturing, Game development

Experience



Wizards of the Coast - Atomic Arcade

2022 - 2026 (Full-time)

Worked as a Senior Level designer / Technical artist on G.I.Joe Snake eyes project

Room8Group - Dragon's Lake

2022 - 2025 (Full-time)

Worked as a Senior Level designer / Technical artist on several contracts including Mass Effect 5 and G.I.Joe

Black Phoenix Games

2021 - 2022 (Full-time)

Worked as a Level designer / Technical artist on a confidential project

StarVaultAB

2019 - 2020 (Full-time)

Worked as a Level designer / Technical artist on Mortal Online 2

3D Teacher

2014 - 2017 (Part-Time)

During my time as teacher, I taught my students Autodesk Maya and also Graphic design.

Knowledge



Leveldesign

Several pipelines learned which made me highly adaptable and fast to follow new directions

Scripting

High level prototyping, scripting of systems and assets inside Unreal's blueprint system

Materials, Shaders and Procedurals

Advanced knowledge of procedural generation and materials / shaders, most notably in Unreal Engine

Game engines

Experience in several engines, most notably Unreal Engine

3D Modelling

Blender knowledge that far surpasses typical Leveldesign needs

Languages



Swedish

Native speaker

English

Fluent

Contact



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