

# Kevin Osgyan

## Game developer

Sweden



### Education



The Game Assembly - Technical Art

2020 - 2022

Scripting, HLSL, Shaders, Procedural generation, Game development

The Game Assembly - Leveldesign

2017 - 2020

Agile scrum, Visual Scripting, Leveldesign, Gamedesign, Game development

Ljud och Bildskolan - Graphic Design

2011 - 2014

3D Modelling, Sculpting, Texturing, Game development

### Experience



Dragon's Lake

2022 - Present (Full-time)

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

Black Phoenix Games

2021 - 2022 (Full-time)

Worked as a Leveldesigner / Technical artist on a confidential project

StarVaultAB

2019 - 2020 (Full-time)

Worked as a Leveldesigner / 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



Game Engines

Experience in several engines, most notably Unreal Engine, Unity, TGA 2D

Materials, Shaders and Procedurals

Unreal Material Editor, HLSL, Shader FX, Substance Suite, Quixel Mixer, World Machine

3D Modelling

Blender, Autodesk Maya, Zbrush

Scripting

Visual scripting inside Unreal, Python inside of maya

Music

Writing, Composing, Equalizing

### Languages



Swedish

Native speaker

English

Fluent

### Contact



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