

Kevin Osgyan

Game developer

Sweden



Education



The Game Assembly - Technical Art Scripting, HLSL, Shaders, Procedural generation, Game development	2020 - 2022
The Game Assembly - Leveldesign Agile scrum, Visual Scripting, Leveldesign, Gamedesign, Game development	2017 - 2020
Ljud och Bildskolan - Graphic Design 3D Modelling, Sculpting, Texturing, Game development	2011 - 2014

Experience



Dragon's Lake Working as a Leveldesigner / Technical artist on a confidential project	2022-Present (Full-time)
Black Phoenix Games Worked as a Leveldesigner / Technical artist on a confidential project	2021-2022 (Full-time)
StarVaultAB Worked as a Leveldesigner / Technical artist until and a bit after the release of Mortal Online 2	2019-2020 (Full-time)
3D Teacher During my time as teacher, I taught my students Autodesk Maya and also Graphic Design.	2014-2017 (Part-Time)
Other experiences Construction worker / Craftsman	2014-2017 (Part-Time)

Knowledge



Game Engines Unreal Engine 4, Unity, Tiled, TGA 2D, Company of Heroes 2 Worldbuilder, Proprietary engine made by WizardLoaf, Proprietary engine made by Ratfish
Materials, Shaders and Procedurals Unreal Material Editor, HLSL, Shader FX, Substance Suite, Quixel Mixer, World Machine
3D Modelling Autodesk Maya, Zbrush
Scripting Visual scripting inside Unreal, Python inside of maya, Selfmade proprietary visual scripting by Wizard Loaf
Music Writing, Composing, Equalizing

Languages



Swedish	Native speaker
English	Advanced

Contact



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