

## GREGORY OSBORNE

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<https://www.gosborneaudio.com/>

### Experience

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#### **XR DEVELOPER**

February 2018 - Present

- Released dance-interactive VR album Rave Gazebo on App Lab and Steam
- Lead Developer on "Machining in the Dormroom", a set of VR, AR, and desktop applications made for the LEAP Group at MIT to train students on a virtual drilling machine
- Won 2nd place in Meta Quest Presence Platform Hackathon 2024 Utility & Design Experiences category with Loop Jam, a multiplayer looper pedal with passthrough and hand tracking:  
<https://devpost.com/software/project-grape>
- Participated in Global Game Jam 2019, ADL Game Jam 2018, Reality Virtually Hackathon 2019-20, Purple Monkey Game Jam 2019, Berklee Game Jam 2019, Red Bull XR Hack 2023
- Mentored and gave workshops at MIT Reality Hack 2023-24 on behalf of XR Terra

#### **XR INSTRUCTOR AND CURRICULUM DEVELOPER AT XR TERRA** March 2020 - Present

- Created self-paced course with 60+ videos and accompanying step-by-step guides, public videos available here: <https://www.youtube.com/channel/UC-nwHS-xXqvxBb3tfUPGvZw>
- Developed curriculum for XR Foundations: Developer, a live intro course to Unity VR development with an emphasis on C# and live troubleshooting assistance
- Developed curriculum for team-based 8-week developer course on VR Development and Design
- Worked in 8th Wall to demo alumni projects as well as to show AR to K-12 students
- Created course for web-accessible 3D engines CoSpaces and Tinkercad aimed at K-12 students
- Created course for Reality Composer and iPad AR aimed at K-12 students

#### **INTERACTIVE AUDIO SPECIALIST**

May 2014 - Present

- Music producer, examples can be found at: [https://soundcloud.com/greg\\_os](https://soundcloud.com/greg_os)
- Released dance-interactive VR album Rave Gazebo on App Lab and Steam
- Composed music for interactive VR theater experience "Bank Heist" by Jason Moore
- 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
- Worked for Silk Events as audio setup technician for weddings and other events
- Taught middle/high school kids audio engineering and production at Interlochen Summer Arts Camp 2019, troubleshooting the first year of the audio engineering program

### Skills

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GAME DEVELOPMENT: Unity, XR Interaction Toolkit, GitHub, Meta Quest

VR AUDIO IMPLEMENTATION: Wwise, Resonance spatialization, Reaper ATK

MUSIC COMPOSITION: game audio, band arranging, songwriting, electronic music, live performance, Ableton user for 8+ years, Proficient in Logic and Pro Tools

### Education

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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