GREGORY OSBORNE

1461 Pawtucket Blvd Unit F-12, Lowell, MA 01854 | 202-999-0357 | gs.osborne.pro@gmail.com

Experience

INTERACTIVE AUDIO SPECIALIST — Feb 2018 - Present

- Interactive Audio Demo Reel: https://www.youtube.com/watch?v=lVjXGJIVsq4
- Overhauled sound effects and ambient audio implementation in Foretell Reality Group
- Developed OSCXR, a head-tracking OSC message broadcasting performance tool for the Meta Quest to send OSC messages over a LAN to Ableton in real time without requiring free hands
- Won "Most TheHacktrical" prize at MIT StageHack 2024 with "Dance Diffusion" which used Kinect data sent through Touch Designer over a LAN to let dancers control real time audio in Ableton with an XBox Kinect
- 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
- Released dance-interactive VR album Rave Gazebo on Steam and Meta stores in 2023
- Composed music for interactive VR theater experience "Bank Heist" by Jason Moore in 2019
- Composed for unreleased VR melee fighting game Warm Shadow in 2019
- 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

AUDIO RECORDING ENGINEER — Feb 2017 - Present

- Music producer, examples can be found at: https://soundcloud.com/greg_os
- Recorded narration for CVC Dressing Change, a medical XR training simulation in 2025
- Recorded and edited behind-the-scenes marketing videos for Rave Gazebo in 2024-2025
- Recorded singing for "Vampire Baby" in 2024
- Recorded and edited self-paced course with 60+ videos and accompanying step-by-step guides, public videos available on XR Terra's YouTube Channel from 2022-2025
- Worked for Silk Events as audio setup technician for weddings and other events 2021-2022
- Recorded vocals and band for "Tupperware Cone" in 2019
- Taught middle/high school kids audio engineering and production at Interlochen Summer Arts Camp 2019, troubleshooting the first year of the audio engineering program
- Interned at the Public VR Lab, created ambisonic audio for "Immigration: in full frame" in 2018
- Recorded and edited tutorial on ambisonic audio editing in Reaper for Public VR Lab
- Live DJ sets on Berklee Internet Radio Network with show Sonus Maximus in 2017

Skills

3D ENGINES AND AUDIO IMPLEMENTATION: Unity, C#, XR Interaction Toolkit, Meta XR SDK, GitHub, Wwise, Resonance spatialization, Reaper ATK, 8th Wall, Blender, Unreal, Swift

MUSIC COMPOSITION: Game audio, band arranging, songwriting, electronic music, live performance, Ableton user for 11+ years, Proficient in Logic and Pro Tools, OSC messages, Max, Touch Designer

Education

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

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