GREGORY OSBORNE

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Experience

FREELANCE XR DEVELOPER February 2018 - Present

- 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
- Developed CVC Dressing Change, a medical XR training simulation for the Apple Vision Pro
- Released dance-interactive VR album Rave Gazebo on Steam and Meta stores
- 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
- Worked on “ROAM”, an in person multiplayer cooperative mixed reality experience on the Quest
- Composed music for interactive VR theater experience "Bank Heist" by Jason Moore
- 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

XR CURRICULUM DEVELOPER AND INSTRUCTOR AT XR TERRA March 2020 - Oct 2026

- Recorded and edited self-paced course with 60+ videos and accompanying step-by-step guides, public videos available on XR Terra’s YouTube Channel
- Developed and delivered curriculum for a live course on Unity VR development with an emphasis on C# and live troubleshooting assistance, including a capstone team project of a multi-user training simulation
- 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
- Mentored and gave workshops at MIT Reality Hacks 2023-25 on behalf of XR Terra
- Provided professional development to teachers and support for implementing XR into classrooms

VR DEVELOPER FOR GLIMPSE GROUP / GLIMPSE LEARNING March 2022 - Oct 2026

- Worked on medical training XR application MA Skills Lab, for both VR and ZSpace hardware
- Provided Quality Assurance testing for BIRTH, a medical XR training app for giving birth
- Maintained and developed new features for Foretell Reality, a metaverse application
- Overhauled sound effects and ambient audio implementation in Foretell Reality

Skills

3D ENGINES: Unity, XR Interaction Toolkit, Meta XR SDK, GitHub, Wwise, 8th Wall, Blender, Gravity Sketch, Openbrush, Unreal, Swift, Vision Pro, Playtesting, Live Demos

AUDIO: Game audio implementation, Resonance spatialization, Reaper ATK, electronic music, live performance, Ableton user for 11+ years, Logic, 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