

Oskar Oramus

Devon
United Kingdom

Contact

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Phone:

Portfolio: <https://www.oskaroramus.dev>

Education

University of Exeter
Bsc Computer Science

Sept 2019 - Jun 2023

Modules include: Artificial Intelligence, Group Software Project, Differential Equations, Vector Calculus, Real Analysis, Data Structures and Algorithms, Computer Graphics, Nature-Inspired Computation, Machine Learning.

Petroc College - A Levels

Further Mathematics, Mathematics and Computer Science.

2017 - 2019

Grades A*-C.

Skills

- ❑ Deep understanding of applied mathematics including but not limited to matrices, vectors and differential equations.
- ❑ 8 years of experience programming, 5 years of experience using Unity Engine and 3+ years of experience in Web Development.
- ❑ Experience with Rasterization, Ray Tracing, Ray Marching.
- ❑ AI using BT, FSM, Utility, Machine Learning (including Reinforcement Learning).
- ❑ English - Fluent, Polish - Native

Work Experience

Notiontheory - AI Programmer

Jul 2021 - Sept 2021

Using Houdini with AI acceleration to create procedural content.

Creation of sophisticated tool with search filtering to remove unused assets, resulting in workflow improvements and project size reduction.

(Private Employer) - Mobile Game Developer

Sept 2021 - Current

Led development of a high-budget mobile game from concept to near completion, overseeing programming and design.

Proximal Games LTD - Gameplay & Tool Programmer

May 2022

Contributed to gameplay programming and created custom tools for game development.

FiveMinuteGames - Mobile Game Prototype Developer

Dec 2022 - Jan 2023

Procedurally generated runner where players can use weapon pickups to navigate a zombie infested forest, featuring a unique art style and immersive sound design and VFX.

(Under NDA) - AI Developer

Jan 2023 - Current

Developed AI systems for enemies in a horror first-person shooter game.

Private Tutor

Mar 2022 - Current

Provided private tutoring for individuals seeking to improve their game development skills.

Projects

KiRoX OS

Designed and developed a dark web horror game that features a custom-built operating system. Written with scalability and maintainability in mind.

OpenGL 3D Render Engine

Created a high-performance engine in Python, with custom post processing stacks, PBR shading and volumetric lighting.

University Dissertation - Air Traffic Control using Reinforcement Learning

Explore the use of reinforcement learning to deliver safer, more efficient and predictable air traffic control.

Rocket Jumper

Physics driven, asynchronous multiplayer speedrun game, with spectate and replay feature, using custom API.

Technical Skills

C# | HTML/CSS/JS | Python | Java | GLSL | C/C++ | Haskell | Prolog
Git / GitHub | MySQL | Trello / Notion | Scrum | Blender