

Oscar Czernuszyn

0435896359 | oscarczer.com | oscarczer@gmail.com

<https://www.linkedin.com/in/oscar-czernuszyn/>

PROFILE

Recent Advanced Computing (Honours) graduate with experience as a software developer at Penten, game developer at Sweaty Chair and academic tutor at the Australian National University (ANU). Aspiring to pursue a career in game design/development, particularly looking at how AI and ML can be used to craft intelligent agents and immersive worlds. Currently looking to pursue further education internationally through a Master of Computer Science.

EDUCATION

Bachelor of Advanced Computing (Honours)

Australian National University: Started February 2021 | Graduated November 2025

Majors: Artificial Intelligence and Human Centred/Creative Computing | *Minors:* Finance and Business/Economics Essentials

GPA: 6.26 / 7.0 | WAM: 80.1

Relevant uni marks: Game Development 89, Advanced Artificial Intelligence 91, Programming for Problem Solving 88

RELEVANT WORK HISTORY

Game Development Intern

Sweaty Chair | June 2025 - Present

- Helping port main company focus; **Tingus Goose**, onto **Steam** through **Unity** development.
- Responsible for a wide range of tasks from **feature implementation, bug fixes, localisation** and assisting **design decisions**.

Software Development Intern

Penten | Nov 2023 – Present

- Programming for **Python** backends and **TypeScript** with both **Angular** and **React** frontends on company's flagship projects.
- Completed a 12-week independent project improving offline **AI** generation of documents using LLMs and incorporated these improvements into established workflows, invoking **research, implementation, and testing** skills.
- Participating in and utilising **Agile** inspired workflows and methodologies demonstrating **teamwork** capability.

Casual Sessional Academic

Australian National University | Feb 2023 – Present

- Tutoring, marking and providing personal assistance to both **master's** and **undergraduate students** in the fields of **formal logic, structured programming in Java** and **artificial intelligence** for four consecutive semesters.
- Most semesters responsible for two classes of approx. 20 students each, meeting weekly for two hours.
- Demonstrates an **academic proficiency** in these fields and **effective communication** skills with adult learners.

Data Analysis Intern/Volunteer

CanTeen | May 2023 – Aug 2023

- Worked on developing a **SARIMA** model to predict annual income for the national cancer charity.
- Undertook **self-directed work** under the supervision of the General Manager of Data and Technology, gaining real-world **data analysis** experience.
- Provided the ability to actively give back to the community in a **volunteer** capacity.

Freelance Highschool Tutor

TutorTime | Mar 2021 – Oct 2023

- Had to adapt to constantly varying workloads as a result of freelance work, demonstrating **flexibility**.
- Exhibited **communication skills** and **patience** whilst working with upper high school students.

GAME PROJECTS (see website for demos)

KRONOS: Led a group of four to make a small but complete roguelike video game. Responsible for much of the programming, implementation of visuals and sound, initial design of the game, and team coordination. Later continued work on the game solo.

Cybersaur Revenge: Responsible for coding within a group to create the beginnings of a game in 3 days for the ANU Game Jam.

feesh: Again, responsible for much of the coding for a submission to the 2025 ANU Game Jam in which we came 4th overall.

Gossip Simulation: A simulation made in Unity to model how information spreads between LLMs. Responsible for front-end dev.

SKILLS

Coding Skills: Python (incl. for data analysis, computer vision, natural language processing), JavaScript (incl. TypeScript, Angular, React, NodeJS), C#, C++, Java, SQL

Technologies: Git, Linux (Fedora), Unity Game Engine, Blender, MongoDB, FastAPI, Final Cut Pro, Office Suite

Interests: Content creation and consumption (games, music, theatre, film, books), language learning, model making