

# Bayarmagnai Batsukh

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## WORK EXPERIENCE

**Bob & Pete yum Australia, Sydney** - *Bakery Process worker* Feb 2025 - present

- Making donuts and other products on the Combi-line.

**Ahs Hospitality Australia, Sydney** - *Room attendant, Houseman* Nov 2024 - Feb 2025

- Preparing the room for the next customer, making the bed, and cleaning the room.
- Helping the customer request.

**Jumbuck Australia, Rawlinna** - *Station hand* May 2024 - Oct 2024

- Mustering sheep with a Motobike.
- Lamb marking, moving necessary equipment to the area
- Water runs, checking the water tanks all around the station

**BlackCandy Mongolia, Ulaanbaatar** - *Prototype Developer* Jan 2023 - Jan 2024

- Creating Prototypes of Mobile Super Casual Games using Unity C#
- Collaborated on iterations of Mobile games
- Debugging, reporting bugs, and fixing bugs

**UPTECH Mongolia, Ulaanbaatar** - *Developer intern* May 2021- Oct 2022

- [uptech.mn](#) worked on front-end development using GatsbyJS, TailwindCSS.
- Developed the Virtual Reality showcase content using Unreal Engine 4
- In Virtual Reality, creating content mechanics and a basic control system

## CERTIFICATIONS & LANGUAGES

- **Australian Barista Certificate** - CBD College | Sydney, Australia | 2025
- **Basic UX Design and Psychology** - RENEW LLC | Ulaanbaatar, Mongolia | 2023

**Mongolian** (Native) | **English** (Intermediate - Advanced)

## EDUCATION

**Mongolian National University** | B.S. in Software Development | Ulaanbaatar Mongolia | 2023

**95th School Specialized in Mathematics & Chemistry** | High School | Baganaur, Mongolia | 2016

## SKILLS

**C#** | Building skill sets of prototypes in Unity

- **2D platformer** (Sun & Moon) using a Finite state machine.
- **Board game** (classic chess) using OOP - Object-Oriented Programming.
- **Simulation stress test practice** (water simulation) using Unity Burst Compiler.
- **Infinite runner** (Stress Management) - Collaborated with SuperSonic Winter game Jam

**Visual Scripting** | Building skill sets of projects in Unreal Engine 4

- **Virtual Content showcase** (Galaxy Simulation) using a basic virtual control system, created the Solar System
- **Virtual Content Showcase** (Gobi 6 Endangered Animals) using basic event system

**Front-end Development** | In React-based GatsbyJS

- **Static website** (Uptech.mn) - using GatsbyJS, TailwindCSS, Sass, Strapi