

YAAKOV SCHLACHTER
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cgprograms.com · linkedin.com/in/yaakov-schlachter
github.com/compugenius-programs · x.com/compugeniuscode

Technical Expertise:

Languages: Python (6+ years), Unity and C# (5+ years), Android Studio and Kotlin, Flutter with Dart, NodeJS, Basic knowledge of HTML, CSS and JS, Basic knowledge of MySQL

Frameworks: REST APIs, OOP, Stripe

Tools: Git, Trello, Github Copilot, Remote Access Software

Platforms: Windows, MacOS, Basic knowledge of Linux, Android, Mixed Reality, Virtual Reality

Programming Experience:

Meta Reality Labs (Formerly Oculus)

Contracted Game Developer | 04/2023 – 11/2023

Successfully completed a project and created a vertical slice demo that utilizes Mixed Reality features of Meta Quest headsets. Optimized PBR environments to run at high frame rates on mobile VR hardware. Provided quality feedback to Meta engineers that they used to improve their SDKs and documentation. Managed a team of professionals who provided the art and audio assets for the game on time and on budget.

Languages: Unity and C#

Technologies: Mixed Reality, Virtual Reality, Game Optimization, Game Accessibility

Shulert

Co-Founder / Software Developer | 02/2019 – Present

Developing and managing a full-stack mobile app that allows users to find points-of-interest based on their location and preferences, access information from external providers, pay for in-app purchases and create accounts and more.

Languages: Flutter with Dart, Android Studio and Kotlin, NodeJS, Python, MySQL

Technologies: REST APIs, External Libraries, Stripe, Location Services, Internet Connectivity and Filter Detection, Device Sensors, Device Cameras

Camp Fun Monsey

Freelance Website Developer | 08/2021 – 02/2022

Developed the website for the camp with a landing page and full-stack system to handle applications and payments along with notifications to the camp office.

Languages: HTML, CSS and JS, Python

Technologies: REST APIs, Stripe, Email Notifications

GIB Games

Game Development Intern | 07/2021 – 09/2021

Adapted the company's VR games to better accommodate users with disabilities. Reworked scripts to better fit standard code conventions.

Languages: Unity and C#

Technologies: Game Accessibility, Virtual Reality, Company-Hosted Git

Golden Check Senior Services

Freelance Software Developer | 02/2021 – 06/2021

Created a full-stack mobile app that accepts payments, utilizes user accounts and manages booking and communication between the users and the company.

Languages: Android Studio and Kotlin, Python, MySQL

Technologies: REST APIs, Stripe

General Experience:

Meta Reality Labs (Formerly Oculus)

Oculus Start Member | 11/2019 – Present

Sponsored by the company with state-of-the-art virtual reality equipment and premium developer support. Participated in coding competitions against professional VR developers worldwide.

Languages: Unity and C#

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Technologies: Mixed Reality, Virtual Reality, Game Optimization, Game Accessibility

Kehillas Bais Avigdor

Volunteer Technical Specialist | 04/2021 – Present

Manage and operate the information board using remote access software and technical support. Also work on-site to fix any urgent problems caused by shutdown or loss of internet.

Technologies: Remote Access, Windows, External Programs

Camp Fun Monsey

- Division Head and Lifeguard, Summer 2022
- Camp Counselor, Summers 2020 and 2021

Education:

- 2023-2025: *Bachelor of Science* in Computer Science at Bellevue University
- 2022-2023: Talmudic Studies at Yeshivat Yishrei Lev (Israel)
- 2018-2022: *High School Diploma* from Yeshiva High School of Monsey
 - *Editor-in-Chief* for the school newspaper
 - *Student Representative* to IT department
 - *Valedictorian* of Class of 2022.