

## YAAKOV SCHLACHTER

[yzscode@gmail.com](mailto:yzscode@gmail.com)

[LinkedIn](#) · [Github](#)

### **Professional Summary**

A passionate software engineer with 6+ years of experience in Python and 5+ years in C# and Unity, specializing in developing cross-platform applications and immersive VR/AR experiences. Proven track record of leading projects from concept to completion, delivering high-quality software solutions, and maintaining excellent user satisfaction. Seeking a challenging role in software engineering or game development to leverage technical expertise and creative problem-solving skills.

### **Technical Expertise**

**Languages:** Python, C#, Kotlin, Dart, MySQL, T-SQL

**Tools:** Unity, Android Studio, Flutter

**Technologies:** REST APIs, Git, Object-Oriented Programming

**Platforms:** Windows, Android, Virtual Reality, Mixed Reality

### **Programming Experience**

#### **Shulert**

*Co-Founder / Software Developer | Feb. 2019 – Present*

- Leading development of a full-stack [cross-platform app](#) with many features including location-based points-of-interest, device sensor utilization, in-app purchases, and user accounts
  - Featured in 2 news outlet appearances
  - Achieved over 11,000 downloads with a consistent 5-star review rating
  - Compatible with all leading web and content filters

#### **Squared Solutions**

*Back End Developer | Feb. 2024 – Mar. 2024*

- Developed and optimized a proprietary SaaS platform, integrating APIs for consolidated data access, implementing threading for high-performance CRUD operations, and spearheading code refactoring to enhance integrity and efficiency

#### **Meta**

*Game Development Grant Recipient | Mar. 2023 – Nov. 2023*

- Created a [Mixed Reality demo](#) for Meta Quest headsets, optimizing PBR environments for high frame rates
- Provided valuable feedback to improve Meta's SDKs and documentation
- Managed a team to deliver game assets on time and within budget
- Granted continuous Oculus Start Membership in 2019

#### **GIB Games**

*Game Development Intern | Jul. 2021 – Sep. 2021*

- Enhanced VR games for improved accessibility and conformity to coding standards
- Developed key features for [Cold Start: The Callisto](#) and numerous VRChat worlds

## YAAKOV SCHLACHTER

[yzscode@gmail.com](mailto:yzscode@gmail.com)

[LinkedIn](#) · [Github](#)

### **Personal and Freelance Projects**

<a href="#">Collapsus</a>   <i>Discord Bot</i>	<i>May 2022   2,000+ Users</i>
<b>Camp Fun Monsey</b>   <i>Website</i>	<i>Aug. 2021</i>
<a href="#">Auto-KTANE</a>   <i>Game Bot</i>	<i>Apr. 2021</i>
<b>Golden Check Senior Services</b>   <i>Mobile App</i>	<i>Apr. 2021</i>
<a href="#">AppNanny</a>   <i>Mobile App</i>	<i>Mar. 2020</i>
<a href="#">For Kobe</a>   <i>Mobile Game</i>	<i>Mar. 2020   27k+ Downloads</i>
<a href="#">Tic-Tac-Toe AI</a>   <i>Game Bot</i>	<i>May 2018   1st Place, Science Fair</i>

### **Education**

- Bachelor of Science (*Expected May 2025*), Computer Science, Bellevue University
  - GPA: 3.67 (*As of Jun. 2024*)
  - Dean's List
- High School Diploma (*Jun. 2022*), Yeshiva High School of Monsey
  - *Editor-in-Chief*, school newspaper
  - *Student Representative*, IT department
  - *Valedictorian*, Class of 2022