Guilherme Lampert

Curriculum Vitae

Education

2009–2015	**Digital Games Development**, *Unisinos*, Brazil.
	This is a Computer Science degree focusing on Software Development for Games and Computer Graphics. Unlike CS, this is a much more specific course with a lot of practical assignments and projects.
2012–2013	**Computer Science and Mathematics**, *The University of Western Australia (UWA)*, Australia.
	From 2012 to 2013, I had the opportunity of participating in a one year Study Abroad scholarship program at UWA. The scholarship was sponsored by the Brazilian Government as part of the *Science Without Borders* education program.

Experience

Academic

2014	**Research**, *Unisinos*, Brazil.
	Researched and implemented real-time *Virtual Texturing* techniques on the iOS mobile platform. Tools involved: C++, Objective-C, OpenGL-ES, Grand Central Dispatch, SDL and XCode.

Professional

2011	**Programming Internship**, *Sysnec*, Porto Alegre, Brazil.
	Web development and Data-Bases. Tools involved: VB.Net, JavaScript, GoogleMaps API, HTML and SQL.
2012	**Generalist Programmer**, *Tools And Technologies (T&T)*, Porto Alegre, Brazil.
	Worked full-time as a generalist programmer in a team developing embedded software for ATMs and banking hardware. Tools involved: C, C++, BatchScript, JavaScript, Windows API and Virtual Studio.
2013–Present	**Freelancer Programmer**, *Several Employers*, Brazil.
	In the latter years I have worked as freelancer on different programming contracts involving mainly banking and business software for payment, *SmartCards* and spreadsheet applications.

Languages

Portuguese	**Native**
English	**Fluent**
French	**Beginner**

Computer and Programming Skills

Programming languages

- C and C++ (adept with 6+ years of experience in the major standards (C99, C++98/03/11/14)).
- JavaScript, Lua, D (average); Objective-C, Rust (beginner); VB.Net, Java, C# (beginner); Assembly-language (average).

Graphics libraries

- OpenGL, WebGL, OpenGL-ES, GLFW (adept); OpenGL Shading Language - GLSL (adept).
- Direct3D (beginner); HLSL, Cg (beginner).

Other libraries and frameworks

- Windows API, Cocoa, SDL, SFML, Qt and Unity3D (average).
- STL, Boost, POSIX API (average).

Programming tools

- Vi/Vim (adept); Visual Studio IDE, XCode (average).
- Command-line/shell, Make, CMake, Premake (average).
- SVN, Git (average).
- Flex, Bison (beginner).
- GCC-family compilers, Clang compiler (adept).

Math and Physics

- Algebra and 3D Linear Math (average).
- Rigid Body physics and simulation (beginner).

Other tools

- Blender3D, Autodesk Maya (beginner).
- Gimp image editor, Pixelmator image editor (beginner).
- LibreOffice suite (average); MS Office suite (beginner).

About Me

I have been programming with the C and C++ languages, both in a professional and hobbyist basis, for more than six years, thus I consider myself to be a well experienced programmer. Gaming was always a passion for me, so in 2009 I started taking a University course on Game Development to follow games as a

✉ guilherme.ronaldo.lampert@gmail.com

⌂ glampert.com • in guilherme-lampert

career. Currently, I'm seeking for a first job in the games industry as a programmer. Even though I have never worked professionally with game programming, I have previous work experience with professional software development and I believe to possess a solid understanding about software development for games.

Graphics and real-time rendering for games are my primary areas of interest, which lead me to acquire in-depth knowledge of graphics APIs such as OpenGL and its variants (WebGL, OpenGL-ES, GLSL). I have experimented with Microsoft's Direct3D in the past, with versions 9 and 10, though I have not kept up with the latest versions. Graphics is not my only interest, I also enjoy working with low-level systems and platform specific code. I have great interest in the inner workings of Game Engines and libraries, as well as in optimizing code.

Code review and code quality are also subjects of interest. I am an active user of the CodeReview.SE community and currently figuring between the top five users in the site for the C and C++ tags.

I find it very important to be always up-to-date with the latest technologies and tools that arise in the world of computing, so I try to experiment whenever possible with different programming languages, tools and frameworks. I also place a lot of importance in code clarity and architecture, trying to always follow the best programming practices and patterns. My main goal as a programmer is to, ultimately, write code that is well designed and implemented, in a way that it will be easy to use and maintain and will be useful and functional for as long as it needs to be.

Portfolio Projects

Please visit my portfolio page for a full and detailed list of personal projects relating to games and graphics.

An always up-to-date copy of this Curriculum can also be found at glampert.com/curriculum.

Other Interests

- Reverse engineering.
- Programming languages and compiler design.
- Science and Reason.
- Space exploration and Science Fiction.
- Miniatures and scale-models.