

Guilherme R. Lampert | Resume

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Software Engineer

- Technology Degree in Digital Games. Passionate about games, computers and programming, with strong technical and interpersonal skills for working in a team and successfully completing a project.
- Experience in large scale software, Game Engines and multi-platform programming. Capable of working on low-level highly optimized code, as well as in high-level system abstractions.
- Emphasis on Graphics and Animation. Experienced in OpenGL, OpenGL-ES, WebGL, GLSL and real-time rendering on Windows, Linux, MacOS and iOS.

Education

- Unisinos** **Brazil**
Technology Degree in Digital Games **2009–2015**
This is a Computer Science and Technology degree focusing on software development for Games and Computer Graphics. Unlike Computer Science, this is a much more specialized course with a lot of practical assignments and projects specific to Game Development.
- The University of Western Australia (UWA)** **Australia**
Computer Science and Mathematics **2012–2013**
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.

Previous Employment

- Rockstar North** **Scotland-UK**
Animation Programmer, Edinburgh **2016–Present**
- Freelancer Programmer** **Brazil**
Several employers. References available upon request **2013–2015**
- Tools And Technologies (T&T)** **Brazil**
Generalist Programmer, City of Porto Alegre **2012**
- Sysnec Info** **Brazil**
Web Programming Internship, City of Porto Alegre **2011**

Notable Personal Projects

- Course research project: Virtual Texturing on Mobile Platforms**
Researched and implemented real-time Virtual Texturing techniques on the iOS platform for my final course project. Virtual Texturing is a novel approach to the management and use of large texture databases in real-time applications. It consists of an advanced texture atlasing technique that implements a management setup analogous to Virtual Memory, thus allowing for very large texture data sets, in theory only limited by the amount of offline storage available in the device. The project was approved with honours.
- Personal project: PlayStation 2 homebrew game**
Reverse engineering and retro-programming interest me as a hobby, so in early 2015 I experimented with homebrew development for the PlayStation 2 Console, using only the freely available tools and software provided by the homebrew community. One outcome of this project was a demo game I call "The Dungeon Game". It is a third-person action RPG with a medieval-fantasy theme. A short video is available on [YouTube](#).

Technical and Personal Skills

- Programming Languages:** C and C++ adept with 7+ years of experience in the major standards (C99, C++98/03/11/14). Also basic ability with Assembly Languages, JavaScript, Lua, DLang, Rust, C# and Objective-C.
- Graphics APIs and Libraries:** Advanced user of OpenGL, WebGL, OpenGL-ES and GLSL. Basic knowledge of Direct3D 9/10/11, HLSL and NVidia-Cg. Intermediate to advanced user of STL, Boost and the POSIX API.
- Programming Tools:** Vi/Vim adept. Good knowledge of the Visual Studio IDE and Apple's XCode. Advanced command-line and Unix Shell user (GCC, Clang, Make, CMake, Premake, Git, Flex, Bison).
- General Business Skills:** Good writing and presentation skills. Capable of writing well organized and structured reports and documentation. Works well in a team. Familiar with SCRUM/Agile software development.
- Other:** Solid understanding of algebra and 3D linear maths. Basic knowledge of rigid body physics and pathfinding.
- Languages spoken:** Brazilian Portuguese (Native); English (Fluent); French (Beginner).