

Hugo Puhlmann

Curriculum Vitae

Skills

- Advanced Experienced with C++, C#, version control software (especially git), and Unity3D.
- Intermediate Experience with Python and Java for desktop application development. Good mathematical skills, mostly in the field of linear algebra, calculus and analytical geometry.
- Basic Understanding of game engine architecture, computer graphics and OpenGL.
- Languages Native portuguese speaker. Fluent verbal and written english.

Experience

- 2010–2012 **Researcher**, *Grupo de Sistemas de Computação Móvel (GMob)*, UFSM, Santa Maria.
Member of a mobile computing research group, developed a few prototype applications for Android and J2ME devices.
- 2012–2013 **Game Programmer**, *Decadium Studios/IMGNATION Studios*, Santa Maria.
Worked using Unity and C# to develop two games, *NBB Game* (Aquiris Studios, Sports) and *Dodge This!* (IMGNATION Studios, Action). Responsibilities included mainly UI programming and general gameplay coding.
- 2013–2014 **IT Analyst/Programmer**, *Santa Maria Design House (SMDH)*, Santa Maria.
- 2014–Present **Software Development & IT - Team Leader**, *Santa Maria Design House (SMDH)*, Santa Maria.
- 2009–Present **Misc. Projects**, <https://github.com/hstefan>.
Mostly utilities and experiments.

Education and Awards

- 2009–2013 **Bachelor of Computer Science**, *Universidade Federal de Santa Maria*, UFSM.
- 2011 **ACM ICPC Competition**, *ACM-ICPC*.
40th place in the 2011 Brazilian finals