

# Hugo Puhlmann

*Software Developer*

Passionate and technical Software Developer with a strong sense of code quality and design. Three years of professional experience as a software developer, including two years in the games industry and one at an integrated circuits company. Currently working with games in spare time and very eager for an opportunity to again extend this joy to a full-time activity. Currently living in Brazil and hoping for the opportunity to relocate to another country and be part of a different culture.

## Skills

- Advanced Extensive experience with C++, C#, version control software (especially git), and Unity3D.
- Intermediate Experience with Python and Java for desktop application development. Strong mathematical skills, mostly in linear algebra, calculus and analytical geometry. Experience with Lua and Löve2D game framework.
- Basic Understanding of game engine architecture, computer graphics and OpenGL.
- Languages Native portuguese speaker. Fluent spoken and written english.

## Experience

- 2010–2012 **Researcher**, *Group of Mobile Computing Systems (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 mobile games, *NBB Game* (Aquiris Studios, Sports) and *Dodge This!* (IMGNATION Studios, Action). Responsibilities included mainly UI and 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*.  
Responsible for the development of compilers, hardware emulators and other development tools for proprietary microcontrollers. Main tools used are C++ and C#.
- 2014–Present **Independent Games**, <http://hstefan.com/demos>.  
Game demos and remakes of classic games.
- 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

*Santa Maria/RS, Brazil*

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