

Yuri Kunde Schlesner

Software Engineer

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she/her

Experience

Professional

- 2015–Present **Software Engineer, Site Reliability Engineering**, *Google*, Seattle, WA, USA.
Advised product teams on their system architecture in order to improve reliability of their services. Architected and implemented performance and reliability improvements in complex systems with many moving parts. Troubleshot and documented production incidents on several internal-facing systems while oncall, and coordinated incident response and resolution. Worked proactively to reduce technical debt and maintain code quality through hands-on work, code reviews and education.
- 2014–2015 **Software Engineer Contractor**, *digEcor Inc.*, Springville, UT, USA (Remote).
Maintained a Python Twisted server application for controlling a distributed In-Flight Entertainment system. Also maintained Linux deployment and configuration scripts for said system, using shell script and Ansible.
- 2011–2013 **Programmer**, *Imgnation Studios*, Santa Maria, RS, Brazil.
Worked on gameplay, graphics, shader and UI programming in Unity3D using C# on a mobile action title.

Personal (Selected)

- 2014–2017 **Citra**, <https://github.com/citra-emu/citra>.
Core team member of an open-source portable console emulator, requiring the reverse engineering of software and hardware interfaces and re-implementation in C++ code.
- 2011, 2012 **ACM ICPC Competitions**.
Placed 40th in the 2011 Brazilian finals. Placed 26th out of 144 teams in the 2012 Mid-Central USA regionals.

Education

- 2009–2014 **B.Sc. in Computer Science**, *Federal University of Santa Maria*, Santa Maria, RS, Brazil.
- 2012–2013 **Computer Science**, *Loyola University Chicago*, Chicago, IL, GPA 3.9.
One-year exchange program sponsored by the Brazilian government.

Skills

Extensive C++ and Java experience. Also proficient in Rust, Python, C# and others. Git and Mercurial (including open-source workflows). Low-level system internals and optimization. OpenGL and GPU programming experience. Blaze/Bazel and CMake. Automated unit/integration testing, build and deployment.

Updated on: 2019-04-26