

Yuri Kunde Schlesner

Game Programmer

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Experience

Professional

2011–2012 **Lead Programmer (Internship)**, *Imgnation Studios*, Santa Maria, RS, Brazil.
3D iOS action game slated for release in 2013. Responsibilities included: Gameplay, graphics, shader and UI programming in Unity3D using C#; translating design requirements into the technical realm and coordinating artists to implement those ideas. Left to pursue opportunity to study abroad.

Personal

2013 **Bloody3D**, <https://github.com/yuriks/Bloody3D>.
OpenGL rendering demo developed as a learning exercise. Includes deferred shading.

2013 **Space Crawler**, <http://yuriks.net/projects/spacecrawler.html>.
Space combat and exploration game in C++ developed in spare time.

2011, 2012 **ACM ICPC Competitions**.
40th place in the 2011 Brazilian finals. 26th place out of 144 teams in the 2012 Mid-Central USA regionals.

2010–Present **Misc. Programming Projects**, <https://github.com/yuriks>.
Various utilities, experiments and college assignments.

Mainly **OpenTyrian**, <http://opentyrian.googlecode.com>.
2007–2008 Helped rewrite DOS action game in C and port it to SDL. Involved understanding a significant amount of existing undocumented code.

Education

2012–2013 **Computer Science**, *Loyola University Chicago*, Chicago, IL, *GPA 4.0*.
One-year exchange program sponsored by the Brazilian government.

2009–2012 **Computer Science**, *Federal University of Santa Maria*, Santa Maria, RS, Brazil.

Skills

Programming Languages C++ and Python are main languages of choice. Also proficient in C#, Java, x86 assembly and others.

Technologies Have used OpenGL 3.3 in 3D graphics and game experiments. Used Unity for commercial mobile game. Daily user of Git for versioning programming projects.

Languages Fluent in both Brazilian Portuguese and English.