

Yuri Kunde Schlesner

Programmer

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Experience

Professional

2011–2012 **Lead Programmer**, *Imgnation Studios*, Santa Maria, RS, Brazil.

Lead programmer on 3D mobile action game using Unity. Game is in the final stages of development and is slated for release early 2013. Responsibilities included: Vast majority of gameplay, graphics, shader and UI programming; translating design requirements into the technical realm and coordinating artists to implement those ideas.

Personal

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.

2010–Present **Misc. Programming Projects**, <https://github.com/yuriks>.

Various utilities, experiments and college assignments.

SHProject: Convert cubemaps to spherical harmonics coefficients using OpenCL.

cga-t2: Various math and 3D components. Deferred shading experiment.

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.

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 and GLSL in 3D graphics and game experiments. Used Unity for commercial mobile game. Daily user of Git for versioning programming projects.

Human Languages Fluent in both English and Brazilian Portuguese.

Education

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

2012–2013 **Computer Science**, *Loyola University Chicago*, Chicago, IL.

One-year exchange program sponsored by the Brazilian government.

Interests

Graphics Real-time physically based shading. Ray-tracing and global illumination.

Low-level Programming Operating systems development and CPU instruction sets. GBA and microcontroller development.