

Yuri Kunde Schlesner

Game Programmer

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Experience

Professional

- 2011–2012 **Lead Programmer**, *Imgnation Studios*, Santa Maria, RS, Brazil.
3D mobile action game using Unity. Game is in the final stages of development and is slated for release in 2013. Responsibilities included: Gameplay, graphics, shader and UI programming; translating design requirements into the technical realm and coordinating artists to implement those ideas.

Personal

- 2013 **Space Crawler**, <http://yuriks.net/projects/spacecrawler.html>.
Space combat and exploration game in C++. Development on-going.
- 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.
- 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.
- Languages Fluent in both Brazilian Portuguese and English.

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 and engine design.
- Low-level Optimization. Operating systems development and CPU instruction sets.
- Programming