

# Guilherme R. Lampert | Resume

✉ guilherme.ronaldo.lampert@gmail.com • 🌐 www.glampert.com  
📄 guilherme-lampert • Skype: guilherme\_lampert

## Games Programmer

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- Technology Degree in Digital Games. Passionate about games, computers and programming, with strong technical and interpersonal skills for working in a team and successfully completing a project.
- Experience in large scale software, game engines and cross platform code. Capable of working on low-level highly optimized code as well as in higher level system abstractions.
- Emphasis on Graphics and Character Animation. Experienced in multi-platform real time rendering, multi-core systems, lock-free data structures and algorithms, profiling and optimizing hardware utilization for Consoles and PC.

## Education

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- **Unisinos** **Brazil**  
*Technology Degree in Digital Games* 2009–2015  
Computer Science and Technology degree focusing on software development for Games and Computer Graphics.
- **The University of Western Australia (UWA)** **Australia**  
*Computer Science and Mathematics* 2012–2013  
From 2012 to 2013, I had the opportunity of participating in a one year Study Abroad scholarship program at UWA. The scholarship was sponsored by the Brazilian Government as part of the *Science Without Borders* education program.

## Professional History

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- **PlayStation London Studio** **England**  
*Senior Engine Programmer, London.* 2019–Present  
Core Technology Team working on the in-house VR Engine used by Blood and Truth and other upcoming titles.
- **Rockstar North** **Scotland**  
*Animation Systems Programmer, Edinburgh.* 2016–2019  
Working on core animation systems used by multiple Rockstar titles for the PlayStation 4, Xbox One and PC.
- **Freelancer Programmer** **Brazil**  
*Several employers. References available upon request.* 2013–2015  
Projects involving embedded software for hand-held devices, web-based applications and mobile games.
- **Tools And Technologies (T&T)** **Brazil**  
*Generalist Programmer, City of Porto Alegre.* 2012  
Embedded software development focusing on the Brazilian banking and financial industries.
- **Sysnec Info** **Brazil**  
*Web Programming Internship, City of Porto Alegre.* 2011  
Custom built web applications for a wide range of clients.

## Technical and Personal Skills

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- **Programming Languages**  
C and C++ adept with 8+ years of experience in the major standards (C99, C++98/03/11/14). Also familiar with Assembly Languages for various architectures, JavaScript, Lua, DLang, Rust, C#, Java and Objective-C.
- **Graphics APIs and Libraries**  
Advanced user of OpenGL, WebGL, OpenGL-ES and GLSL. Good knowledge of the new Vulkan API and Console-oriented graphics APIs and programming paradigms. Familiar with DirectX 9/10/11/12, HLSL and NVidia-Cg.
- **Programming Tools**  
Vi/Vim adept. Proficient user of the Visual Studio IDE and Apple's XCode. Advanced command-line and Unix Shell user (GCC, Clang, Make, CMake, Premake, Git). Familiar with different Version Control tools (Git, SVN, Perforce).
- **Additional areas of knowledge**  
Solid understanding of algebra and 3D linear math. Experience with animation compression/decompression and playback, blend trees and procedural content. Great debugging and profiling skills - Proficient in debugging multi-threaded code and memory issues. Basic knowledge of rigid body physics, path finding and AI for games.
- **Other**  
Good writing and presentation skills. Capable of writing well organized and structured reports and documentation. Familiar with SCRUM/Agile software development and commercial bug/feature tracking tools.