

YAAKOV SCHLACHTER

[yzscode@gmail.com](mailto:yzscode@gmail.com)

[LinkedIn](#) · [Github](#)

New York Metropolitan Area

## Technical Expertise

**Languages:** Python, C#, SQL

**Tools & Frameworks:** .NET, Unity

**Technologies:** REST APIs, Git, OOP

**Platforms:** Windows, Linux, Android, Virtual Reality, Mixed Reality

## Programming Experience

**Goflow**

*Software Engineer*

**On-site**

*Oct. 2025 – Present*

**Shulert**

*Co-Founder / Software Developer*

**Remote**

*Feb. 2019 – Present*

- Leading development of a full-stack cross-platform app with many features including location-based points-of-interest, device sensor utilization, in-app purchases, and user accounts (Python, NodeJS, Android Studio, Kotlin, Dart, Flutter, MySQL)
- Ensure full compatibility with all leading web and content filters

**Community Federal Savings Bank**

*Software Engineer*

**Hybrid**

*Sep. 2024 – Oct. 2025 (RIF)*

- Developed both CLI and full-stack utilities to automate validations, automate migrations and aid partner onboarding (C#, .NET)
- Implemented threading for high-performance CRUD operations (C#, .NET)

*Software Engineer Intern*

*Jun. 2024 – Sep. 2024*

**Squared Solutions**

*Back End Developer*

**Remote**

*Feb. 2024 – Apr. 2024 (RIF)*

- Developed and optimized a proprietary SaaS platform which integrates APIs for consolidated data access (C#, .NET, Python)
- Implemented threading for high-performance CRUD operations (Python)
- Spearheaded web API code refactoring to enhance integrity and efficiency (C#, .NET)

**Meta**

*Game Development Grant Recipient*

**Remote**

*Mar. 2023 – Nov. 2023*

- Created a Mixed Reality demo for Meta Quest headsets, optimizing PBR environments for high frame rates (Unity, C#)

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- Provided valuable feedback to improve Meta's SDKs and documentation
- Managed a team to deliver game assets on time and within budget
- Granted continuous Oculus Start Membership in 2019. Promoted to Meta Start Partner in 2025.

**GIB Games**

**Remote**

*Game Development Intern*

*Jul. 2021 – Sep. 2021*

- Enhanced VR games for improved accessibility and conformity to coding standards (Unity, C#)
- Developed key features for a story-based VR game and numerous VRChat worlds (Unity, C#)

**Education**

**Bellevue University**

*Nov. 2023 – Aug. 2025*

Bachelor of Science, Computer Science

- GPA: 3.85 Magna Cum Laude
- Dean's List 4.0, 1x Dean's List 3.6-3.9