Julian Lerej
.NET/Unity Dev

Contact

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Residence
Buenos Aires, Argentina

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LinkedIn
GitHub

Skills

Unity Mobile

C# (.NET Core and 6.0)

ASP.NET MVC

SQL Server

PHP

Node.js

Vue.js

React

Angular

Microservices

Unit Testing

Git

Working with back and front technologies for 6 years now in the .NET platform and Unity mobile applications.

Portfolio Preview

Experience and Projects

Present 12/2023	**.NET Developer – Accusys** *C#, ASP.NET, SQL Server, DevExpress* We worked mostly in the Microsoft environment with Azure DevOps (TFS), ASP.NET Core with Blazor, and SQL Server Manager Studio.
9/2023 3/2023	**Back End Developer – Bukest** *React, Node.js, PostgreSQL* Services hiring solution where you can schedule meetings and exchange business cards.
8/2022 10/2021	**.NET Developer - Asince MSL** *C#, ASP.NET, SQL, Vue.js, Git* Adding and improving features for ASP.NET based application with microservices, unit testing, Jira, and applying SOLID principles.
9/2021 7/2019	**Full Stack & Unity Dev – DPQ** *Unity, JavaScript, PHP, Bootstrap* Head developer in online conferences platform, working with databases, web development and Unity mobile applications. We hosted conferences for ExxonMobil, Hewlett-Packard, Google and GSK.
9/2019	**Game Jam – Escuela DaVinci** *Unity, Adobe Illustrator, After Effects* We made a complete platformer videogame in 24 hours as part of the Game Jam challenge. The game was called "Moon Blast". I was in charge of the main character's design, animations and functionality. **Project website:** https://dogui.itch.io/moon-blast

Qualities

- Quick to adapt to any kind of project.
- Efficient approach to problem solving.
- Clear communication.
- Enthusiastic about technology.
- Creative and able to come up with many ideas.
- English level: Conversational B2.