# **Julian Lerej** Full Stack & Unity Dev



#### **Contact Info**

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LinkedIn

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**GitHub** 

https://github.com/Jullo1

## **Skills**

C#, ASP.NET Core, C++

JavaScript, PHP, SQL

Unity + Mobile/Web

Vue.js, Node.js, React, Angular

HTML + CSS Responsive

Illustrator, Photoshop, After Effects, Premiere, Audition

Git, Office, Hosting, XAMPP

SOLID, Scrum, Microservices

**Relational Databases** 

Vast experience in Back and Front-End technologies. Solid knowledge of programming logic, mostly in C#, PHP, SQL, JavaScript, and their respective popular frameworks. I also have professional experience working as Unity game developer, creating my own Assets with Adobe design tools.

#### Experience and Projects

9/2023 6/2023	Back End Developer – Bukest  Node.js, React, JavaScript, PostgreSQL  Startup, global service hiring solution, schedule meetings and create your own personal card.
4/2023 3/2022	.NET Developer - Asince MSL  ASP.NET Core, C#, SQL, JavaScript, Vue.js, Git  Adding or improving features, bug fixes and general maintenance for ASP.NET based application.  SCRUM methodology and applying SOLID principles.
3/2022 7/2019	Full Stack & Unity Dev – DPQ C#, JavaScript, PHP, SQL, HTML, CSS, Bootstrap, Unity Head developer in online conferences platform, Working with databases, web development, and Unity mobile & web applications. Worked with ExxonMobil, Hewlett-Packard, GSK, Royal Canin, Google, among others clients. Portfolio preview: <a href="https://www.youtube.com/watch?">https://www.youtube.com/watch?</a> v=BKW6ASjnsWE&list=PLGnjsm576bD8WMTsqB7q-I-Ny0pSQXjLN
9/2019	Game Jam – Escuela DaVinci  C#, Unity, Illustrator, After Effects  We made a complete platformer videogame in 24 hours as part of the Game Jam challenge. The game was called

## Personal Qualities

animations and functionality.

Strong auto critic. Always striving to improve.

Official website: https://dogui.itch.io/moon-blast

- Efficiency and communication. I work very well on my own, and even better as part of a team.
- Creativity. Never afraid of facing difficult tasks or new projects.

"Moon Blast". I was in charge of the main character's design,

- Quick adaptation to any type of workflow.
- English level: Conversational B2.