



Laurencio Berro

UNITY PROGRAMMER

 10/13/1998

 Mendoza, Argentina

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About me

I'm Laurencio a.k.a Lalo, I have been working professionally as a videogame programmer for more than 5 years. I have experience leading and managing programming teams of more than 7 people. I'm passionate about playing videogames but even more about creating them and sharing my knowledge with others. In my free time I write on Medium about the development and programming of videogames. I consider myself a disco dancer and an evangelist of vscode and darkmode.

Skills

→ UNITY EDITOR

- Custom Editor
- Windows
- Property Drawers
- Attributes
- Menu items
- Layouts
- New Scene View Toolbar
- UIToolkit with UIBuilder
- Handlers and Gizmos
- New Graph View
- Menu Items and Shortcuts

→ GOOD PRACTICES & PRINCIPLES

- Clean Code.
- SOLID
- Dependency injection.
- Dependency inversion
- Reactive programming
- Standards and conventions
- TDD
- Pair Programming
- Agiles Methodologies
- CI/CD

→ ARCHITECTURES & PATTERNS

- MVP.
- MVVM.
- Clean Architecture
- Factory Method.
- Command.
- ServiceLocator.
- Strategy.
- Repository.
- Singleton.

→ UNITY

- Custom Package(UPM).
- Addressables.
- New Input System.
- Optimizing tools.
 - Profiler.
 - Memory Profiler.
 - Frame debugger.
 - Render doc.
- Await/Async.
- External tools
 - UniRx.
 - Zenejct.
 - SmartFoxServer
 - UniTask.
- Services
 - Cloud.
 - Analytics.

→ OTHERS

- English Intermediate (B1)
- Knowledge of 2D and 3D Pipelines
- Maths
- Tools
 - Notion
 - Trello
 - Miro
 - Draw.io

→ VERSION CONTROL

- Git.
- Source tree
- GitHub
 - GitHubFlow
 - Git Actions
 - Templates

Experience



TGL
CTO & Lead Programmer

2020 - now



Gaucho Devs
Programmer

2018 - 2021



KrakenSea
Lead Programmer &
Project Manager

2017 - 2020



ScubaLight Studios
Programmer

2017 - 2018

Studies

Computer Science
(progressed to third year)
Universidad Nacional de Cuyo

2017 - 2021

Latest Works

Alphaverse

Is a Metaverse connecting different universes, each offering a unique experience.

Xave World

Is open virtual world in constant expansion and change, where you can explore new places, play, create, and interact in various spaces.

My favorites articles

A Tour Of My Unity Extensions

MVP Arquitecture in Unity

How to create a Custom Package in Unity