



LAURENCIO BERRO

UNITY PROGRAMMER

10 / 13 / 19  
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

- CUSTOM EDITOR
- CUSTOM PACKAGE(UPM).
- ADDRESSABLES.
- NEW INPUT SYSTEM.
- OPTIMIZATION TOOLS.
- MEMORY & FRAME PROFILER.
- UNIRX.
- ZENJECT.
- UNITASK.
- SMARTFOXSERVER.

→ GOOD PRACTICES & PRINCIPLES

- CLEAN CODE.
- SOLID.
- MVP AND MVVM.
- TDD.
- DEPENDENCY INJECTION.
- DEPENDENCY INVERSION.
- REACTIVE PROGRAMMING.
- CI/CD.
- CLEAN ARCHITECTURE.
- FACTORY METHOD.
- COMMAND.
- SERVICELOCATOR.
- STRATEGY.
- SINGLETON.


→ OTHERS


- GIT, GITHUB AND PERFORCE.
- ENGLISH INTERMEDIATE (B2).
- AGILES METHODOLOGIES.
- PROJECT PLANNING.
- 2D AND 3D PIPELINES.
- MATH.

→ TECHNOLOGIES


- UNITY.
- C#.
- UNREAL.
- GODOT.
- C++.
- NOTION.
- JIRA.
- MONDAY.

EXPERIENCE


 **MINA GAME STUDIOS**  
Sr Unity Tools Engineer  
dec 2022 - feb 2024

 **TGL**  
CTO & Lead Programmer  
jul 2020 - jan 2023

 **GAUCHO DEVS**  
Unity Programmer  
jun 2018 - ago 2021

 **KRAKEN SEA**  
Unity Programmer & Project Manager  
nov 2017 - may 2020

 **SCUBALIGHT STUDIOS**  
Unity Programmer  
nov 2017 - nov 2018

 **BETADEV**  
Professor of the advanced Unity Course  
feb 2024 - now

STUDIES

**COMPUTER SCIENCE** 2017 - 2021  
(progressed to third year)  
Universidad Nacional de Cuyo

LATEST PROJECTS

DC DUAL FORCE

CCG based on DC ComicsI worked on this game for a year. My main task was to maintain and update the custom unity tool used to create the playables comics, also I worked creating new features for the Deck Builder and the Card Collection and I fixed a lot of bugs for the different systems.

ALPHAVERSE

It's a Metaverse and I worked on it for more than a year. I had to do the interviews, the project planning, define sprints and milestones, bring to life the customer necessities, manage a team of 7, define and teach the architecture, make the code reviews, create the release notes and code the main features.

MY FAVORITES ARTICLES

Object Pool – Unity and Custom Architecture

MVP Architecture in Unity

Service Locator – unity

Advanced Programming Unity Course