To be able to compile .net libraries for unity, you need to use .net framework 3.5, or less. Since this is legacy .net, you need to configure Windows in a certain way.
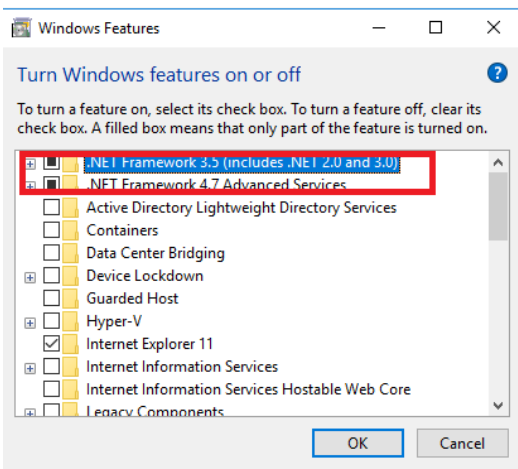
1. Make sure you have .net 3.5 installed.

This is not available directly from the visual studio installer, you will need to do this:

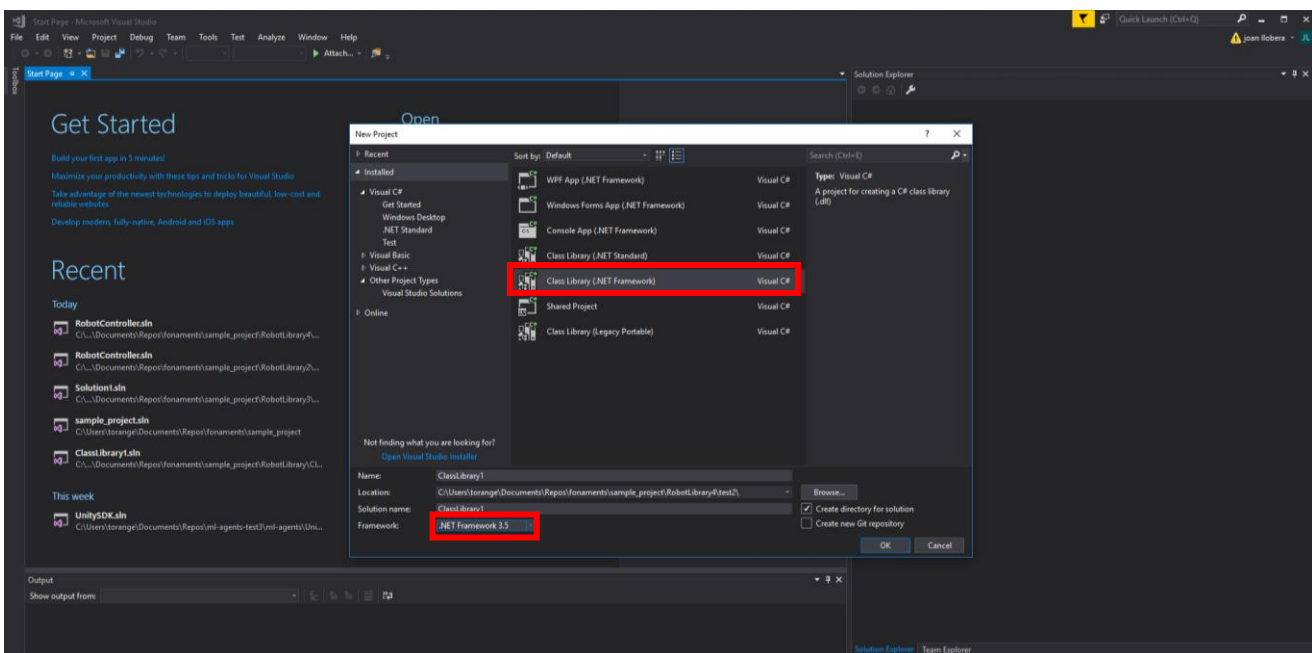 a) Open your control panel. Click Uninstall a program in Programs. Choose Turn Windows features on or off.
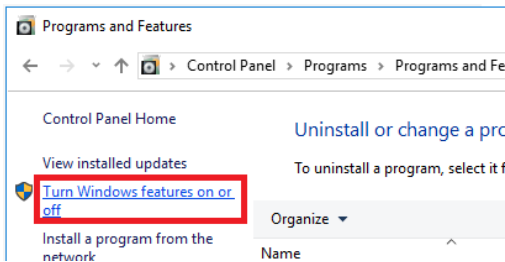
  b) Make sure .net 3.5 is well checked

  c) Restart the computer
2. Create a new project using the .net 3.5 framework

3. Drag and drop the resulting .dll into the Unity asset folders and it should work out of the box.

References:https://social.msdn.microsoft.com/Forums/es-ES/64b19bac-b5e2-40ce-aea2-efdfd53b1768/install-net-framework-35-for-visual-studio-c-class?forum=netfxbcl https://docs.unity3d.com/Manual/UsingDLL.html
https://docs.microsoft.com/en-us/dotnet/core/tutorials/library-with-visual-studio