



Lazlo BARRAGAN

FreeLance Game Developer

Living in France

Contact

lazlo.barragan@gmail.com

Web Sites

lazlobarragan.itch.io

lazlobarragan.github.io

PROFESSIONAL EXPERIENCE

Freelance Game Developer

UI, Gameplay, Tools, Rendering
since March 2022 (1 year and 10 months)

Technical Engineer and UI Programmer

at Gentleland
Full-scale Cooperative Submarine Simulation Game
Unity, C#
June 2022 to June 2023 (1 year)

Internship Gameplay Programmer

at GearProd
Full-scale Cooperative Submarine Simulation Game
Unity, C#, Custom Hardware, Git
March to August 2021 (6 months)

Intership Gameplay/UI Programmer

at A.M.R
Gamified social network mobile application
Unity, C#, Js, Elasticsearch, Dockers, Git
April to June 2018 (3 months)

QUALIFICATIONS

Master's degree in Computer Science

University of Montpellier
2019-2021

Bachelor's Degree in Computer Science

University of Montpellier
2018-2019

LANGUAGES

French Native
English Fluent
Spanish Fluent

PROJECTS

Pirates And Adventurers : Treasure Island

for [LegendsOfLearning.com](https://legendsoflearning.com)
Educational game, Godot, Javascript, Inkscape, Web
September to November 2023

Pirates And Adventurers : The Flag Maker

for [LegendsOfLearning.com](https://legendsoflearning.com)
Educational game, Godot, Javascript, Inkscape, Web
April to June 2023

Lily's Snowball Adventure

#2 in ACM Winter Game Jam 2021
Bullet hell, Top-down Shooter, Godot, Jam
December 2021

Custom Game Engine

C++, OpenGL, GLFW, Assimp, Imgui
November and December 2020

Carcastrophe

1st prize of the jury GamePratic 2019
Cooperation Game, Unity, C#, Jam
September 2019

SKILLS

Programming Languages

C, C#, C++, Odin, Python, Javascript, Lua

Game Engine and rendering

Unity, Godot, OpenGL, GLSL

Librairies

GLFW, Assimp, Imgui, Cimg, glm, raylib

Databases

MySQL, Elasticsearch, MongoDB

Tools

Git, Visual Studio, VSCode, Inkscape and more

HOBBYS

Video Games, Board Games
Traveling, Guitare