

# Lucas Zaranza | Fullstack Developer

## Personal Information

LinkedIn: [Lucas Zaranza](#)

Location: Fortaleza, Ceará, Brazil.

E-mail: [lucaszaranza@gmail.com](mailto:lucaszaranza@gmail.com)

Telephone: +55 085 9 9175 3445 - [WhatsApp](#)

Age: 32 years old

GitHub: [github.com/lucaspzaranza](https://github.com/lucaspzaranza)

Web Portfolio: [Lucas' Web Portfolio](#)

Game Portfolio: [Game Portfolio | LZ](#)

## About me

I am a developer with over 11 years of experience, starting my career in the game industry working with Unity3D and C#. Over time, I turned game development into a hobby and shifted my focus to software development, working as a Fullstack Developer with:

Frontend: Angular and React

Backend: .NET

Databases: SQL Server, PostgreSQL, MySQL, and MongoDB

I have strong experience collaborating in Agile teams, contributing to high-quality deliveries, scalable architectures, and well-structured code.

## Education

**Bachelor's Degree in Computer Science** – UECE, State University of Ceará – 2011 to 2017.

## Languages

Brazilian Portuguese (Native)

English (Fluent)

Japanese (Intermediary)

## Skills

**Frontend:** Angular (12 to 17), React, NextJs, JavaScript, TypeScript, ngRx, Redux, HTML, CSS, Material Design, Unit Tests with Jest, VueJS

**Backend:** .NET, C#, LINQ, Entity Framework, Web APIs, SignalR, Unit Tests with XUnit

**Databases:** MySQL, PostgreSQL, SQL Server, MongoDB

**Cloud:** AWS, Docker, Kubernetes

**Tools:** Visual Studio, VS Code, Jira, GitHub, Agile Methodologies, Canva, Figma

**Game Development:** Unity3D e C#

**Architectures and Design Patterns:** DDD, TDD, MVC, SOLID, DRY, Unit of Work, Repository Pattern, Clean Architecture, Microfrontends and Microservices

## Professional Experience

### Zazastro.com (Personal Project)

*Fullstack Developer (05/2025 – Nowadays)*

- System development using React, NextJS, Tailwind, and NodeJS at backend

- Designing Birth Chart and Zodiac data with D3 Library
- You can the website at [Zazastro](#) (PT-BR language)

### **Botbot**

*Fullstack Developer (React, Next, Tailwind, ROSLIB) (01/2025 – 05/2025)*

- System development using React, NextJS, Tailwind
- Robot Integration using ROS – Robot Operational System
- Design and prototyping of components using best development practices
- Teamwork with the robotics team engineers

### **ExamRoom.AI**

*Senior Fullstack Engineer with .NET & Angular 16 (11/2023 – 11/2024)*

- Design and implementation of microservices and microfrontends for modular systems.
- Development of systems with .NET on the backend and Angular 15 and 16 on the frontend.
- Training and mentoring for a team of two junior developers.

### **Kokku**

*Mid Unity3D Game Developer (03/2022 – 11/2023)*

- Collaborated in the creation of cross-platform games using Unity3D and C#, Roblox and LUA.

### **Wiz**

*Mid Fullstack Engineer with .NET & Angular 12 (09/2021 – 03/2022)*

- Development of APIs for Wiz's insurance quote systems, such as Wflow, and the systems' interfaces and frontend.
- Backend: .NET Core, C#, SQL Server, Visual Studio, Entity Framework.
- Frontend: Angular, Material Design, TypeScript.

### **Wipro (OdontoSystem)**

*Mid .NET Fullstack Engineer (04/2021 – 08/2021)*

- Outsourced Systems Development for Odonto System.
- Technologies used: ASP .NET, C#, CSS, Bootstrap, HTML, SQL Server, Web APIs, JavaScript, AJAX, jQuery, Github, Jira, Visual Studio

### **Unichristus**

*Mid .NET Fullstack Engineer (12/2020 – 04/2021)*

- Development of systems for the university faculty and systems for the SER (Religious Education System) of Christus College.
- Technologies used: Blazor, C#, CSS, Bootstrap, HTML, PostgreSQL, Web APIs, JavaScript, Github, Visual Studio

**Game Developer**

*Unity3D Game Engineer (2014 – 2021)*

- Worked as a game developer making games using Unity3D with C# Language
- See my Game Portfolio at: [Game Portfolio | LZ](#)

**Courses**

- Web Development (React, Node.js, AWS) – [JStack](#)
- Fullstack Development (Angular, VueJS, FireBase) – [Net Ninja - YouTube](#)
- Advanced JavaScript Applications – [Cod3r](#)