

Lucas Zaranza | Fullstack Developer

Personal Information

LinkedIn: [Lucas Zaranza](#)

Location: Fortaleza, Ceará, Brazil.

E-mail: lucaszaranza@gmail.com

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

Age: 32 years old

GitHub: 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 usinng 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](#)