



# SEBASTIÁN DI LAURO

## PROFILE

I am a front-end developer.

I am excited to face new challenges, apply the technologies I know, and learn new trending ones to solve problems most efficiently. My professional career has always been oriented to the development of functional products.

## SKILLS

- TypeScript
- React
- Node JS
- GDScript
- Godot

## CONTACT

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## EDUCATION

**Industrial Engineering – UTN FRH**

2010 – 2013 (22 coursed subjects)

**Automotive Technician – ETN°35 DE18**

2004 – 2009 (Overall average 8.27)

## Courselt Courses

Algorithms – Introduction to web development – JavaScript – Introduction to TypeScript – HTML & CSS – Terminal – Git & Github – React – CSS animations – Visual Studio Code – MongoDB – Node – Docker

## LANGUAGES

**English** – Intermediate

**Spanish** – Native

## PROFESSIONAL CAREER

**Ssr. SDK7 Scene Creator & Godot Developer**

Protocol Squad | October 2024 - Present

Together with the Protocol Squad, we continue to work on the Decentraland Alternative Clients project, improving constantly the SDK by debugging content and adding new features. I am particularly focused on scenes and offering the Alternative Clients an integrated UI developed with SDK.

**Godot Jr. Developer**

Protocol Squad | October 2023 - September 2024

I worked with the team to create test scenes that ensure the compatibility, completeness, and consistency of the SDK7 implementation across all the Alternative Clients. I aim to gain practical experience and expertise in SDK development and documentation while contributing to the ongoing growth of the Decentraland ecosystem.

**Web Developer**

Freelance | January 2022 - Present

**Game Developer**

"AESIR Online" | March 2019 - Present

Development of a MMORPG videogame with client made with Godot and server coded with C++/Node.js. My tasks included the in-game graphical interface, menus, web page (React and Typescript) creation and maintenance. Creation of tools to track game versions and to facilitate the translation of the game strings using Node.js.

**Senior Mechanical Designer**

"Galileo Technologies" | June 2011 – December 2021

Design and documentation of mechanical components using Autodesk Inventor. Calculation of pressure vessels using Compress. P&ID creation, revision and updating with AutoCAD. Database item management using Oracle E-Business Suite. Support and assistance to sales and technical service. I worked in constant communication with suppliers and plant production follow-up.