

Lorran de Barros

Unity Developer / JavaScript Developer

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🐙 waizu0



Profile

As a highly skilled Unity Engineer and JavaScript programmer, I have a diverse background in creating interactive and immersive experiences using Unity and JavaScript. With a strong passion for developing new projects, I am constantly seeking new challenges and opportunities to grow as a developer. My past projects have included a variety of interactive applications and games, showcasing my ability to adapt to new technologies and work effectively in a team environment. I am an ambitious and dedicated professional, always striving to push the boundaries of what is possible in the world of development.

Professional Experience

08/2021 – present

Space Crab Labs

As a Unity developer at Space Crab Labs, I have been responsible for creating and implementing gameplay mechanics and features using Unity and C#. I have worked on a variety of mechanics, using my technical skills and problem-solving ability to bring immersive and interactive experiences to life.

Game Development Skills

Unity Engine	● ● ● ● ●	C#	● ● ● ● ●
Unreal Engine 5.1	● ● ● ● ●	Unity Photon	● ● ● ● ●
Unity Firebase	● ● ● ● ●	Unity VR/XR	● ● ● ● ●

JavaScript Skills

JavaScript Vanilla	● ● ● ● ●	React	● ● ● ● ●
Next.js	● ● ● ● ●	REST API	● ● ● ● ●
Node.js	● ● ● ● ●		

Education

10/2021

Computer Science Student
Microlins

2017 – 2020

High School
Colégio Silva Batista

Certificate JavaScript Developer
Udemy
(140 hours course)

Certificate Unity Developer
Udemy
(127 hours course)