Lautaro Gonzalez - Argentinian Game Developer

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Professional Summary

Game Developer / Unity Engineer with over 8 years of development experience and 3 years in the game industry. Passionate about all genres with a strong focus on platformers and turn-based RPGs. Skilled in Unity and C#, experience in game design, animation, and team leadership.

Main Skills

Languages: C#

Game Engines: Unity

Tools: Visual Studio, Blender, Photoshop, Git/Github

Platforms: Windows(Mainly), Linux, Android

Secondary Languages: C++

Secondary Game Engines: SDL/Raylib

Featured Projects

Check out my Portfolio: https://srluba.github.io/srluba/

Industry Experience

Game Developer (Freelance/Studio) - since 2022

- Worked on collaborative projects involving gameplay programming and system design.

- Collaborated closely with artists and designers using agile methods.

- Great understanding of Programming Patterns and Modularity

Education

Self-taught Game Developer (2015 - present)

- Gained knowledge through independent study, game jams, and personal projects.

- Learning supported by online resources, documentation, and practice.