

Julian Lerej

.NET/Unity Dev



Working with back and front technologies for 6 years in .NET and Unity.

[Portfolio](#)

Contact

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Skills

C# (.NET Core, ASP.NET)

SQL Server, Entity Framework

Azure DevOps, Git, AWS

JavaScript

Angular, React, Vue.js

Node.js, PHP

Microservices, Unit Testing

API REST, SOLID, Scrum

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Unity (Desktop & Mobile)

Adobe Design Tools

Experience

6/2025

12/2023

.NET Developer – Accusys

C#, ASP.NET, SQL Server, Angular

Worked in Probatch project, using Azure DevOps, ASP.NET (.NET Core) with Blazor, DevExpress and SQL Server; and Angular for the front end of the newer versions of Probatch.

9/2023

3/2023

Back End Developer – Bukest

React, Node.js, PostgreSQL

Services hiring solution where you can schedule meetings and exchange business cards.

8/2022

10/2021

.NET Developer - Asince MSL

C#, ASP.NET, SQL, Vue.js, Git

Adding and improving features for ASP.NET based application, working with microservices, unit testing, Scrum in Jira, and applying SOLID principles.

9/2021

7/2019

Full Stack & Unity Dev – DPQ

Unity, JavaScript, PHP, Bootstrap

Head developer in online conferences platform, working with databases, web development and Unity mobile applications. We hosted conferences for ExxonMobil, Hewlett-Packard, Google and GSK.

9/2019

Game Jam – Escuela DaVinci

Unity, Adobe Illustrator, After Effects

We made a complete platformer videogame in 24 hours as part of the Game Jam challenge. The game was called “Moon Blast”. I was in charge of the main character’s design, animations and functionality.

Project website: <https://dogui.itch.io/moon-blast>

Qualities

- Quick to adapt to any kind of project.
- Efficient approach to problem solving.
- Clear communication.
- Enthusiastic about technology.
- Creative and able to come up with many ideas.
- **English level:** Conversational B2.