

Lucas Rosales Navas

Software Developer



Phone: +34 696 600 182

Email: lucas@rosalesnavas.com

Portfolio: rosalesnavas.com

Residence: Málaga

Enthusiast of software development.

Software developer specialized in C#, .NET, and Unity, with experience in desktop applications, video games, web solutions, and REST APIs. I stand out for my focus on code quality and development efficiency. I have worked in agile environments, quickly adapting to new challenges and collaborating in multidisciplinary teams. I enjoy solving complex problems and continuously learning to deliver innovative and robust solutions.

Experience

Software Developer • Freelancer • Nov 2023 - Present

- Development of [MythosAndHorrors](#), designing its mechanics and visual experiences, and applying clean architecture with .NET, C#, Unity, NUnit, and Zenject.
- Implementation of generative AI systems and LLMs for adaptive dialogues and narrative events using the OpenAI API.

Software developer • OWO Game • Aug 2022 - Nov 2023

- Design and development of the OWO Windows application using TDD with UWP.NET, C#, xUnit, XAML, and Google Cloud Platform, enhancing its efficiency, stability, and usability.
- Development of CI/CD tools, installers, firmware updates, and automated scripts using PowerShell, TeamCity, JavaScript, and Nginx Server, significantly improving deployments and production.

Software developer • NTT Data • Jul 2022 - Aug 2022

- Contribution to the maintenance and development of banking applications using C#, Visual Basic, .NET, PowerShell, and SQL Server.

Videogame developer • Xaloc Studios • May 2021 - Jul 2022

- Design and creation of a cross-platform social MMO integrating Unity, ASP.NET, C#, and Redis, achieving a scalable architecture for thousands of users.
- Development of database management tools for games using ASP.NET, Blazor, C#, and MySQL, simplifying data analysis and modification tasks.
- Implementation of tools that optimized the pipeline and deployment of assets in virtual stores, combining Unity, Jenkins, MySQL, and Apache Server.

Software developer • Freelance • Sep 2019 - May 2021

- Creation of prototypes, video games, and custom tools for various projects, applying clean architecture with .NET, C#, Unity, NUnit, and Zenject.

Web developer • Ing3nio T3cnología • May 2006 - Sep 2019

- Development of custom web applications using PHP, JavaScript, HTML, CSS, Bootstrap, jQuery, Selenium, MySQL, Apache Server, and Linux, meeting clients' specific requirements.

Education

Computer Systems Administration

- Higher level training in programming, databases and network administration.

Knowledge



Programming & Frameworks

C#, HTML/CSS, PHP, SQL, JavaScript, TypeScript, PowerShell, UNITY, .NET, UWP, Entity Framework, Blazor.



Good practices

Clean Architecture, Testing, Design Patterns, Agile, Extreme Programming.



Tools

Git/GitHub, Jira, Generative AI, VS 2022, VS Code, Figma, WordPress.

Network

Hardware

English language

Cybersecurity