

Luigi Leuzzi

[Email](#)

[Website](#)

[LinkedIn](#)

[GitHub](#)

TECHNICAL SKILLS

- Programming Language: C#, C++, C, Java, Python, JavaScript, TypeScript, SQL, GraphQL, PHP, HTML, CSS
- Software: React, React Native, Redux, Bootstrap, Git, Unity3D, Android Studio
- Operating System: Windows, UNIX, Android, Mac OS X, iOS

EDUCATION

Bachelor of Science in Software Engineering

Expected Graduation- May 2022

St. Cloud State University (SCSU), St. Cloud, MN

Current GPA: 3.67

Diploma in Informatics

A. BERNOCCHI, Via Diaz 2, 20025, Legnano (MI), Italy

Final Grade: 80/100

WORK EXPERIENCE

[Tech Bench L2] HuskyTech

Aug 2019 - Present

- Troubleshooting software and hardware issues
- Remote and in-place assistance for classrooms and residences
- Assist faculty, staff, and over 16,000 students from different backgrounds

[Software Developer Intern] Visualization Lab

May 2021 – Aug 2021

- Work closely with customer to build software ad hoc
- Using AR and VR technologies to generate visual art shaped by sound
- Language/Software: Unity3D, C#

[Software Developer Intern] Tecno Application Solution

Apr 2017 - Jun 2017

- Developing functions to generate toolpaths that drive manufacturing machines
- Proposed and executed transition to FTP relying on an external company (aruba.it)
- Language/Software: C++, Visual Basic, CAD/CAM proprietary software

[Web Developer Intern] Municipality of Parabiago

Apr 2016 - Jun 2016

- Polishing municipality's webpages about local soldiers KIA
- Collaborating with a team on translating webpages and designing logos
- Language/Software: Html, CSS, BlueGriffon, Inkscape

PROJECTS [\(website\)](#)

Fearless Run

Nov 2020 – Jan 2021

- A mobile arcade video game. Dodge enemies and get the highest score
- Language/Software: Unity3D, C#

The Weekly Bucket

Jan 2020 – Apr 2020

- Weekly planner with intuitive user interface
- Language/Software: React Native, JavaScript

Skeleton Rush

Feb 2018 – Jun 2018

- A 2.5D shooter video game. Defeat enemies and avoid obstacles as fast as you can
- Language/Software: Unity3D, C#

REFERENCES

Suphi Altintasli

HuskyTech Coordinator Assistant



Scott Miller

Visualization Lab Supervisor

