Luigi Leuzzi
Software Engineer

A passionate developer that loves to turn ideas into reality. Proficient in Game Development and Full-Stack Web Applications. Eager to learn and always looking for challenging experiences.

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WORK EXPERIENCE

FULL-STACK SOFTWARE DEVELOPER INTERN
Royal Bank of Canada (RBC)

06/2022 - Present   Minneapolis, MN, USA

- Upgraded the Report Generation project from Classic ASP to .NET following the MVC architecture.
- Enhanced the G&E app modifying filters and functionalities.
- Techs: .Net, C#, SQL, SSMS, Git, Jira, HTML, CSS, JavaScript.

SOFTWARE DEVELOPER PART-TIME
Visualization Lab, St Cloud State University

01/2021 - 05/2022   St. Cloud, MN, USA

- Coded features and custom Unity tools for the XR project.
- Created QoL scripts and participated in UI/UX creation as part of the design team, for the AR Sonar project.
- Managed communication with stakeholders adopting Agile methodology to seek incremental improvement.
- Techs: Unity3D, C#, XR(VR, AR), Blender, Git, Jira.

SOFTWARE DEVELOPER INTERN
Tecno Application Solution

02/2017 - 05/2017   Castellanza, VA, Italy

- Programmed toolpaths and ran simulations in CAD/CAM software to create aircraft parts.
- Proposed transition from USB flash drives to FTP for software distribution. Executed plan via third-party company saving $300/yr, increasing security and scalability.
- Techs: .Net, C++, Visual Basic, CATIA, FileZilla.

WEB DEVELOPER INTERN
Parabiago's municipality

02/2016 - 05/2016   Parabiago, MI, Italy

- Polished municipality's web pages, added sections and made it multilingual.
- Collaborated and influenced the decisions of the UI/UX design team on styling and artistic direction, highlighting accessibility and ease of use aspects.
- Techs: Html, CSS, JavaScript, Excel, BlueGriffon, Inkscape.

TECH SUPPORT (TECH BENCH LEAD)
HuskyTech, St Cloud State University

08/2019 - 01/2022   St. Cloud, MN, USA

- Assisted faculty, staff, and over 16,000 students with both hardware and software related tech issues.
- Trained and supervised employees, while also teaching best-practices and giving direct feedback to instill confidence and initiative in the team members.

TECHNICAL SKILLS

	Proficient	Familiar
Programming Languages	C#, C++, Python, SQL, Javascript, HTML5	C, Java, PHP, CSS3
Frameworks & Libraries	.NET, React, React Native	TensorFlow, Node, Bootstrap, Redux
Tools	Unity3D, Visual Studio, VS Code, GitHub, Jira	Docker, AWS, Azure, GCP
Database	MySQL, SSMS SQL Server	PostgreSQL

EDUCATION

Bachelor of Science in Software Engineering
St. Cloud State University, St. Cloud, MN, USA
- GPA 3.67, Graduated May 2022.
- Awarded F. Glen Hamilton Scholarship.
- Developed interest in: Software design, Project Management, Agile Methodology, Machine Learning.

Technical Diploma in Informatics
A. Bernocchi, Legnano, MI, Italy

PROJECTS   Website

Traffic Object Recognition (Full-Stack/ML) link
- Count and categorize vehicles with trained model.
- Instructions to improve the model are provided.
- Techs: Python, React, Node, TensorFlow.

The Weekly Bucket (Team Manager) link
- Weekly planner with intuitive user interface.
- Techs: React Native, JavaScript.

Skeleton Rush (Personal Project) link
- A 2.5D shooter video game. Defeat enemies and overcome obstacles to compete in the leaderboard.
- Techs: Unity3D, C#, Bootstrap, PHP, MySQL.

XR-Ambisonics (VizLab) link
- Unity tools that allow to record and playback visuals that react to music.
- Techs: Unity, C#, AR, VR.

SurveyIT (Front-end Developer) link
- Survey website aimed to companies.
- Techs: TypeScript, React, Node, Chakra.