

Luca Palermo

Programmer, 27 years old

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Leetcode: <https://leetcode.com/u/Luca998/>

EXPERIENCE

Zucchetti Centro Sistemi, Florence — *Backend Developer*

September 2025 - Now

At Zucchetti. I worked on the back-end and front-end of a company- management software called Cassiopea, in Java and Javascript..

Instal, Florence — *Unity, mobile, and backend developer*

February 2022 - September 2025

At Instal, I worked on an in-game advertising SDK for Unity, featuring 3D banner ads rendered in a browser with a custom rendering system using native plugins and graphic APIs like OpenGL, Vulkan, and Metal.

I also provided consulting for other companies, and made both mobile and desktop applications, utilizing AR, VR, and computer vision technologies.

LionBridge, Remote, Freelance — *Game Tester*

June 2020 - June 2021

At LionBridge, I worked as a Game Tester for online games. I primarily tested AAA games such as Crucible and New World by Amazon Games.

SKILLS

Frameworks

- Unity
- Unreal Engine
- Android Studio
- Django

Languages

- C#
- C++
- Java
- Python

I also worked with many other languages, such as Swift and Javascript, and other technologies like VR, AR, Computer Vision, and AI.

LANGUAGES

Italian - Native

English - Advanced

Japanese - Intermediate

EDUCATION

Digital Bros Academy, Game Dev, Remote *Diploma*

June 2024 - October 2024

This is an academy where I studied Unreal engine and worked on a game in a team. I focused my attention particularly on the C++ side of things, but I did blueprints as well.

TheSign Academy, Game Dev, Florence *Diploma*

2018 - 2021

At this academy, I followed a 3 years long course, where I learned how to use Unity, and how to work together with designers and artists to create games. We also used Unreal Engine.

Istituto Calamandrei, Tech. School, Florence *Diploma*

2018

A technical institute, where I learned the basics of technology and programming.

Udemy courses, Online — *Certificates*

2021 - Now

I took various courses on Udemy in my free time to expand my knowledge and for passion:

- **C++** - 46 hours long course on pure C++, covering topics like polymorphism, inheritance, smart pointers, lambdas etc.
- **Unreal Engine** - 35 hours long course on Unreal Engine, where I learned both the C++ side and the blueprint side of the engine, making some games like a top-down shooter, a third person shooter and more.

I also took some courses during my years working for Instal:

- **Android** - 37 hours long course on android development with Android studio and Java.
- **iOS** - 60 hours long course on iOS development with Xcode and Swift.

Leetcode, Online

October 2025 - now

To sharpen my problem solving skills and learn more about data structures and algorithms, I solve leetcode problems every day. As of December 2025, I am ranked in the top 22% in contests, have solved over 120 problems, and I have maintained an unbroken streak of over two months. My profile is viewable [here](#).

ABOUT ME

My main hobby has been video games since I was 4 years old.

My favorite series are The Legend of Zelda, Xenoblade Chronicles, Super Mario and Super Smash Bros. I also really love Minecraft and Terraria. I played League of Legends competitively for several years and reached the Platinum rank.

Additionally, I'm a big fan of rhythm games like Project Sekai and Beat Saber, where I always play at the highest difficulty.

More recently I fell in love with Clair Obscur: Expedition 33, an absolute masterpiece that deserves all the attention it's getting.

Games are amazing because you can have a lot of fun, but some of them can be a piece of art, that's why they will always be my passion.

My favorite videogame is... hard to say. I would have to pick two as a tie: The Legend of Zelda: Breath of the Wild for Nintendo Switch and Xenoblade Chronicles X for Wii U. Of course there is also a special place in my heart for the games that I played growing up, like Super Mario 64, Pokemon Diamond, and Ratchet & Clank.

Games aside, I also have other hobbies and passions. For fun, I built a personal NAS with Ubuntu Server that I use for self hosting a great variety of programs, with the intent of making me less dependent on big companies that can choose to change their services at any given time without notice.

My main uses are file storage, media streaming, notes, and photo backups.

Creating this server was insanely fun, and I still have plans for future expansions and improvements.

I also love to collect Legos, more specifically old Lego Bionicles. I used to have a ton of them as a kid, but (regretfully) gave them away when moving to a new house. I was too young, and made a very bad decision. One day I decided to start slowly collecting them again. I now have even more than I had as a kid, and I couldn't be happier.

I love technology and I am always interested in learning new things, experimenting, and improving my skills. My goal is never stop growing, both personally and professionally, through my passions.