

# Luca Mancuso

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## EDUCATION

### University of Western Ontario

Expected graduation 2026

Faculty of Science, BSc in Computer Science – completed 3rd year

London, ON

- **Computer Science:** Data Structures and Algorithms, Object-Oriented Design, Introduction to AI, Data Science and Machine Learning, Computer Organization & Architecture, Database Management, Operating Systems

## PROJECTS

### Movie Logging Website – Full Stack Project

- Designed and developed a personal movie cataloging website using **JavaScript** with **React**, enabling users to ‘like’ movies they have watched, and search for movies and their details via the **TMDB API**.
- Planned the project’s functions and user interface by creating a **wireframe** plan in **Balsamiq** and created a **UML diagram** to keep the project’s architecture modular and understandable.
- Created a prototype based on the **SOLID principles** that used a **Command Line Interface**.

### Portfolio Website – Full Stack Project

- Created a full-stack portfolio website using **JavaScript** with **React** and the **Tailwind CSS** framework, showcasing personal projects and skills in a responsive layout
- Applied modular components with React to keep the code maintainable and understandable

### Adventure Game – Pygame Group Project

- Collectively created a proof-of-concept adventure game in Pygame
- Scheduled and coordinated regular group meetings. As lead coordinator, distributed the workload amongst the team each week and made key decisions regarding creative and technical direction.
- Created and maintained the group’s **software design document** and **UML diagram** to keep the system’s architecture transparent and readable.
- Implemented a system to import the game’s terrain, enemies, and player into the game via CSV files, using the library **PyTMX** and the software **Tiled**

## TECHNICAL SKILLS

**Programming Languages:** JavaScript, Java, Python, C, C++, C#, TypeScript, HTML/CSS, SQL, R, PHP, GDScript

**Libraries and Frameworks:** React, Next.js, Tailwind CSS, Pygame, PyTMX

**Machine Learning and Data Analysis:** NumPy, Polars, Pandas, Scikit-Learn, Matplotlib, Seaborn

**Programming Skills:** Object Oriented Design, Data Structures, Program Optimization, Full Stack Development, Web Design

**Developer Tools:** Git Version Control, VSCode, Jupyter Notebook, Confluence, Godot, WinForms

## ACCOMPLISHMENTS

### LoJam x Western Game Development Society Hackathon/GameJam 2025 – Platformer Game

- Competed as a solo entrant, achieving 10<sup>th</sup> place out of 34 teams
- Challenged with creating and presenting a game in one week, learned the Godot game engine and its language GDScript to create a game that satisfied the competition’s theme in a creative and meaningful way
- Created the game’s concept, node scripts, physics logic, game art, sound effects, and user interface
- Presented and gave a live demonstration of my work to all the entrants and judges

### AlInnovation Partners 2023 Business Case Competition – Artificial Intelligence Based Proposal

- Collaborated with a team to achieve 2<sup>nd</sup> place out of 30 groups
- Proposed an AI-based business venture to secure investment from venture capitalists
- Researched the competitive landscape and a viable go to market strategy using AI in telemarketing