

Sebastian Di Luzio

Full-Stack Web-developer, Games Engineer.

sebastian@diluz.io | <https://diluz.io>

Currently

CTO and Co-Founder at flint.gg

Specialized in

TypeScript, JavaScript, Nuxt.js, Vue.js, PostgreSQL, Node.js

Proficient with

Java, MongoDB, C, C#, C++, Unity, Unreal, AWS

Education

BSc: Games Engineering, Technical University of Munich
High School Degree, Ignaz-Taschner-Gymnasium Dachau

2015 - 2019

2015

Languages

German (Mother Tongue)
English (C1)

Nationality

German
US-American

Experience

A more detailed list is also available on <https://diluz.io/sebastian>

Jobs

CTO and Co-Founder at flint.gg

8/2019 - 7/2021

flint.gg is the home of every gamers identity. It's a social network that connects gamers across all games and platforms by enabling them to easily represent themselves. This is accomplished with so-called Gamecards, which include favourite loadouts, outfits and items, as well as statistics directly pulled from the game.

Projects

Creator and maintainer of easyshare

6/2020

Getting media, such as screenshots and videos, from your Nintendo Switch or Playstation 4 to your computer, smartphone and social media is difficult. Easyshare takes care of all the difficulties and makes it easy for you.

Creator of ixy.js

10/2018 - 7/2019

This was part of my Bachelors Thesis: the JavaScript implementation of ixy. It features a state-of-the-art user-space network driver written in idiomatic JavaScript running on Node.js.

Creator and maintainer of BLAPI

8/2018 - Present

BLAPI - the BotListAPI. A TypeScript package to automatically post Discord bot stats to all botlists.

Creator and maintainer of MagiBot

7/2017 - Present

A Discord bot that helps voice-chat focused servers build communities. It is currently serving 900.000+ users in over 2000 guilds.