

Luca Leone

Email: lucaleone@outlook.com
Tel: +39 3930311662
LinkedIn: [linkedin.com/in/lucaleone93](https://www.linkedin.com/in/lucaleone93)
GitHub: github.com/lucaleone

Summary

Software Engineer

Passionate software engineer since always, I love to spread my passion and experience. Experience in mobile application and web development in .Net and Angular with over 500,000 downloads and international prizes. Strong foundation in OOP and design pattern. Self-motivated and committed, love to collaborate and working in team and learning new technologies. Proficient in discussing and presenting projects.

Skills

Front-end: Angular, TypeScript, CSS, HTML5
Back-end: C# .NET ASP CORE Azure
Languages: Python, SQL, Java
Database: Oracle SQL, Entity Framework
Software: Visual Studio, WebStorm, Git, SVN, Unity3D, Blender
Most used Design Pattern: MVC, Factory, Thread pool

Work Experience

Software Engineer .Net Developer Suitsupply

04.2018–Present
Amsterdam, Netherland

Development of custom made orders exporter, back-end systems and microservices for retail system
Software and tools: C# .Net, Azure, SQL, TeamCity, Agile in Jira.

- Developed ecommerce orders export tool, performance improvement 10x, 70% Unit Tests coverage
- Improvement and maintenance of microservices for retail system
- Developed Azure Function for customer notification on order status
- Unit testing and integration testing
- Library used: Fixture, Moq, Nunit, Polly, Humanizer, FluentAssertion

Software Engineer Technical Student CERN

09.2015–10.2016
Geneva, Switzerland

Development of REMUS, SCADA system that provides a 24/7 real-time view of radiation and environment conditions. Large-scale modular platform with redundancy collects data from more than 3000 channels.
Software and tools: SQL, PL/SQL, Oracle SQL Developer, Agile in Jira, WinCC OA, SVN, Unix/Linux, Windows.

- Developed software 3 new types of Monitoring Station, allowing integration of about 100 new devices
- Realized DB data migration of about 1 billion entries from old DB
- Supervised user testing, installation, and setup of the new monitoring stations
- Implemented new functionalities for the supervision tool
- Created documentation for users and technician

Student Partner MICROSOFT

11.2012–06.2014
Rome, Italy

The MSPs is a team chosen to create a reference point for Microsoft technologies in the Universities.
Software and tools: C# .NET, WCF, Visual Studio, Git, PowerPoint, Photoshop.

- Microsoft Certified Professional 2013: HTML5 with JavaScript and CSS3 Specialist
- Elected Best Student Partner 2013, award given for the contribution to the community
- Achieved 1st price Microsoft Imagine Cup 2013 Windows challenge
- Mentoring, classes to students and professionals in Italian's universities
- Elected "Tour Owner" for 2 years, participated in about 20 events and hackathons

Education

UNIVERSITY ROMA TRE

09.2012–12.2017

Bachelor Engineering Computer Science BE

Rome, Italy

Study program: Java, C, object-oriented design (OOP), complexity analysis, basic algorithms, design pattern, SQL, Unix/Linux, Git.

ACADEMY BORN2CODE GROUPAMA

09.2017–12.2017

Full-time course of Front-end development

Rome, Italy

Study program: HTML5, CSS3, JavaScript, jQuery, Angular, TypeScript, Firebase, Progressive Web App PWA.

- Developed "ilClub", Progressive Web App for events management in Angular

Projects

Software Developer

GitHub

All the projects are available at <https://github.com/lucaleone>

Software and tools: Angular, Python

- Personal website: HTML, CSS, Angular, Responsive, PWA, Font Awesome
- Multi-thread Web server made with python with routing: factory and pool executor design pattern

Game Developer

CELIALAB

Students team for video game development focused on arcade games for mobile devices.

Software and tools: Unity3D, C#, Visual Studio, Java, Git, Blender, Photoshop, Facebook, Twitter.

- Created 3D models with a focus on rendering performances
- National finalist in Imagine Cup 2014 games category
- Exclusive participation at XFEST 2014, annual Microsoft event about Xbox game development

Mobile Developer

MOBSOUL

Personal brand for Windows apps, dealt with coding, UI/UX, certification, and marketing.

Software and tools: C# .NET, Visual Studio, Photoshop, Facebook, Twitter.

- Published 25 Windows apps, obtained more than 500,000 downloads, released 2 open source libraries
- Achieved access to the beta Windows Store, 7 months before public release
- Selected as young .NET developer for exclusive interview about the experience app development

Talks

Microsoft

- "Windows 8 foundations and User interface", 03.2014 and 12.2013
- "YouthPanelist e Programming Teacher", 03.2014
- "Windows Phone foundations, async programming", 01.2014
- "Threading and asynchronous programming" at University of Catania, 05.2013
- "App optimization and launch on the Store", 01.2013

GameLab University organization

- "Introduction to Game Development with Unity3D" at PiCampus Roma, 04.2017
- "Unity3D: game logic and gameplay", 11.2014
- "Unity3D Introduction", 10.2014

Startupper

- "Lumis the game" at Microsoft Milan, 05.2014
- "Ulixes project showcase" at Saint Petersburg Russia, 06.2014