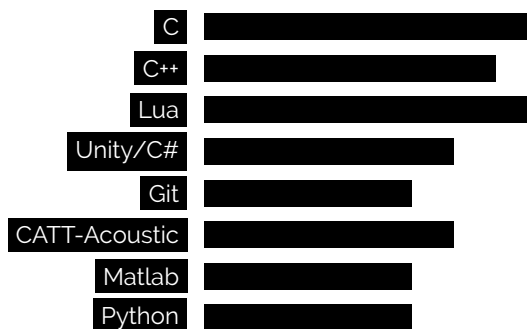# LUCA CANDUSSI

Software Developer / Musician

📍 Graz, Austria

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@ luca@kandussi.at

♂ 7th August 1995

🌐 bazookaluca.itch.io

⌥ youngZwiebelandtheGemuseBeat

📷 @bazookaluca.games

☁ luca-candussi

WHO AM I?

Currently, I work at *Graz University of Technology* as a software developer while continuing my Master's degree in *Signal Processing* and *Computer Music*. Throughout my academic journey, I have developed a keen interest in low-level programming, leading me to become a C enthusiast by learning it the hard way. Furthermore I am continuously expanding my skill set towards game development which lead me to Unity and pico-8. Before the Covid-19 pandemic, I actively participated in a variety of musical projects, showcasing my versatility and involvement in diverse creative endeavours.

Skills:
- C
- C++
- Lua
- Unity/C#
- Git
- CATT-Acoustic
- Matlab
- Python

EXPERIENCE

2023 – now — **Backend developer** — Graz University of Technology
Development and maintenance of the open source *finite element method* solver *openCFS* with focus on integratin an external *boundary element method* solver *NiHu* into the pre-existing framework.
`CMake / C++ / Git`

2022 – 2023 *part time* — **Employee** — Vinum Virunum
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`social media / harvesting / tasting`

7/2018 – 8/2018 *internship* — **Recording Engineer** — ORF (Austrian Broadcasting Corporation)
Recording of several classical concerts of the concert series "Styriarte" in Graz.
`classical music recording`

2015 – 2017 — **Day Care Worker** — Schülerhort Okidoki Bimbulli gem. KinderbetreuungsGmbH
Auxillery assistant staff in summer care.

EDUCATION

2023 – now — **Master's Degree** — University of Music and Performing Arts Graz & Graz University of Technology
Electrical Engineering and Audio Engineering (Elektrotechnik Toningenieur)

2015 – 2023 — **Bachelor's Degree** — University of Music and Performing Arts Graz & Graz University of Technology
Electrical Engineering and Audio Engineering (Elektrotechnik Toningenieur)

LANGUAGES

German - native
English - fluent
Italian - conversational
Dutch - basic

HOBBIES

I love playing live music, as well as composing and producing jingles and loops for various projects. When I am not spending time playing cards with friends I enjoy playing harmonica, guitar or creating games for `itch.io`.

PUBLICATIONS

Raumakustik und Komposition (*Room acoustics and Composition*) - bachelor thesis
Dreierschnapsen in C (*card game backend in C*) - openGit
Online Games - *itch.io*