LUCA CANDUSSI

Software Developer
/ Musician

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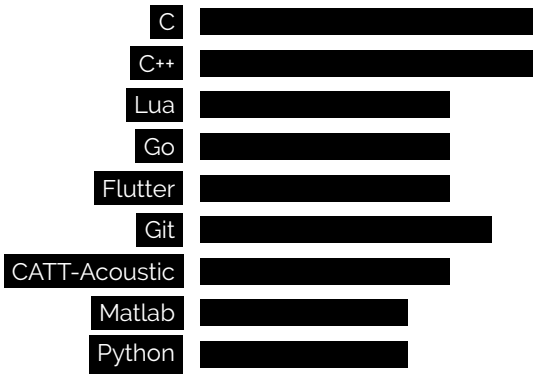
WHO AM I?

Until recently I worked 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.



EXPERIENCE

2023 – 2026 **Backend Developer & Maintainer** — **Graz University of Technology**
Development and maintenance of the open source *finite element method* solver *openCFS* with focus on integrating an external solvers into the pre-existing framework (*NiHu*, *preCICE*, etc.).
`CMake / C++ / Python / Git`

2022 – 2023 (part time) **Employee** — **Vinum Virunum**
Versatile vineyard team member responsible for end-to-end operations, including grape harvesting, direct sales and customer engagement, delivery, and managing social media.
`social media / harvesting / tasting / delivery`

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 developing games.

PUBLICATIONS

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