



Luca Castoro

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● WORK EXPERIENCE

07/2021 – CURRENT Dublin, Ireland

SENIOR SOFTWARE ENGINEER DEMONWARE (ACTIVISION/BLIZZARD/KING)

In Demonware we strive to build a service that enables players around the world to have fun in the most reliable, secure and performant way possible. Mostly focused on the Activision's Call of Duty franchise we manage hundreds of thousands of requests per day, handling critical data with the highest safety standards to ensure the best experience for the players.
(Python, C++)

12/2019 – 07/2021 Dublin, Ireland

SOFTWARE DEVELOPER AMAZON WEB SERVICES

I was part of the team responsible for the Lambda sandbox ecosystem, proudly participating in deploying the Lambda Extensions feature to millions of customers, keeping the service healthy and performant.
Having to learn how to deal with such scale and responsibility, to manage such complex and tight continuous development and deployment cycle and matching the highest software quality standards have been the greatest challenges and satisfactions of my career (so far).
(C, Go, Python, AWS)

01/2018 – 12/2019 Amsterdam, Netherlands

SOFTWARE DEVELOPER BRIGHT COMPUTING

For two years I've been part of the TPSI (go TPSI!) team at BrightComputing, where we were responsible for adding 3rd party software support to the company's cluster management system; Kubernetes, Ceph, Jupyter, Slurm, PBS are only some of the most known software whose integration I've been directly involved.
(C++, Python, GNU/Linux)

Address Amsterdam, Netherlands

08/2014 – 02/2018 Rome, Italy

SOFTWARE ENGINEER INFOSOLUTION

Consulting - Vitrociset

Vega ground segment

From Dec 2016 to Feb 2018 I've been part of the team in charge of maintaining the Vega launcher ground segment.

During this period I worked on extending and testing various components of the launcher control desk, with a special focus on the MIL-STD-1553 communication interface.

(C, Python, Java, GNU/Linux)

S-Band Satellite comm. tester

During the last quarter of 2016 I designed and implemented the software component responsible for communicating via MIL-STD-1553 bus with a S-band satellite transceiver as part of a verifier of the transceiver itself for Vitrociset s.p.a.

(C++11, GNU/Linux)

Consulting - Bombardier

Railway components configurator

During most of 2016 I've been responsible for the maintenance and update of a software for railway station's components configuration.

(C++03, Qt, PostgreSQL)

Railway Simulator

During summer 2015 I designed and implemented a software simulation of railway stations as part of a SIL 4 project.

(C++11, Qt)

Internal R&D Dept.

Autonomous Vehicle project - On board software

Between Mar 2015 and Jul 2015 I participated in the development of the on-board software for the autonomous vehicles in the scope of the company's internal R&D project, with particular attention to reliability and robustness of the code, manipulating data from various devices such as IMU, linear and planar laser scanner, CANbus and serial buses.

(C/C++, Ros, OpenGL)

Autonomous Vehicle project - Vehicles Supervisor

From Aug 2014 to Apr 2015 I handled the design, implementation and maintenance of a supervisor software and management system as part of the internal R&D project for autonomous vehicles.

Implemented as a web application, the system included a very low latency and minimal overhead client-server communication by making the most of the HTTP 1.1 protocol capabilities and the JavaScript language, maintaining a wide compatibility with most popular web browsers.

(Apache Tomcat, Java 7, JAX-WS, JAX-RS)

Address Rome, Italy

2010 – 2014 Rome, Italy

SOFTWARE DEVELOPER NONE/INDEPENDENT

During the preparation of the course in computer engineering I continued to work as an independent professional, working on various application mainly in the mobile field.

I created an interactive catalog for the jewelry Boccadamo company for the iOS operative system, mainly in C and Objective-C with an high optimized user interface written in OpenGL ES 2.x.

I developed an application of real-time image manipulation again for iOS and based on OpenGL ES 2.x for a private client.

(Objective-C, C99, OpenGL ES 2.x)

Address Rome, Italy

2006 – 2010 Rome, Italy

EMBEDDED SOFTWARE DEVELOPER CREALAB

During my employment with CREALAB I have been responsible of the design, development and maintenance of various applications in C and C++ for embedded and mobile devices as part of a remote device management platform. The devices, smartphones and pocket pc, mainly based on Windows Mobile 5, 6 and Symbian 2 and 3, required special care in memory management and attention to the optimization of the code.

(C99, C++03)

Address Rome, Italy

● EDUCATION AND TRAINING

1998 – 2004 Rome, Italy

HIGH SCHOOL DIPLOMA J. F. Kennedy scientific high school

Address Rome, Italy | **Website** <https://www.liceokennedy.edu.it/> | **National classification** 60/100

Website www.cilea.it

22/08/2008

ENGLISH AS A SECOND LANGUAGE CERTIFICATE The New England School of EnglishWebsite <https://nese.edu/>**LANGUAGE SKILLS**Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2
FRENCH	A2	A2	A1	A1	A1

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user***ADDITIONAL INFORMATION****JOB-RELATED SKILLS****Job-related skills****Base activities & focus**

Software design & Coding (procedural, functional, object-oriented).

Requirements analysis, System design.

Testing, Code quality control.

Documentation and automation.

Continuous integration and deployment.

Technical knowledge:

Programming languages: C++, C, Python, Java, Objective-C, C#, Go.

Graphic and computation libraries: Qt, OpenGL, OpenGL ES, OpenCL, Cuda, Vulkan.

Frontend technologies: HTML5, CSS3, EcmaScript, WebGL.

Code management and procedures: Git, Jira, Jenkins.

Monitoring and alerting: Kibana, Grafana, Alertana,

IDE & Tools: Visual Studio, Netbeans, QtCreator, Eclipse, toolchain GNU (make, cmake, gcc, gdb).

DB oriented languages: SQL.

Backend technologies: JPA 2.1, JAX-WS, JAX-RS, JAXB, EclipseLink, Hibernate, Oracle MySQL, Apache Tomcat, Apache Httpd, CGI.

Operative systems: Microsoft Windows, GNU/Linux, Unix.

Other skills: 3D Studio Max, Blender, Gimp.