LUCA BELLUSO | SOFTWARE DEVELOPER
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PROFILE

I build complete products with Claude Code, from written specs and plans. For a year I was the only developer on a case and invoicing app a Swedish law firm uses daily, and since then I have built a B2B order portal on my own. I started in game programming, writing C++ by hand in a custom engine.

SKILLS

Shipped with Claude Code: TypeScript, React, Next.js, React Native, Expo, Supabase, PostgreSQL, Astro, Tailwind
Written by hand: C++ (Unreal Engine, custom engine), C# (Unity)
Tooling: Vercel, Git, Premake, Visual Studio

EXPERIENCE

2026 **Double Half AB | Freelance Developer**
B2B order portal for a card wholesaler (doublehalf.se), built solo. More than 20 shops and 20,000 SEK in orders in its first week.
- Built with Claude Code in Next.js, TypeScript and Prisma
- Admin area so the owner runs orders, stock and customers alone
- Integration tests against a real Postgres database

2025 - 2026 **Duobox Legal AB | Software Developer**
Sole developer of Legal Ledger (legalledger.se), a B2B SaaS that a Swedish law firm uses daily for cases, time logging and billing.
- Built in Lovable then Claude Code: TypeScript, React, Supabase
- Invoicing from logged hours to matched payments, Fortnox sync
- Outlook add-in that files mail and attachments into a case
- Documented the product and handed it over to a new developer

2024 - 2026 **Trolldom Games | Programming Intern, then Freelance**
40 weeks as an intern on a custom C++ engine, one of two developers, then kept on as a freelancer for the Windows port.
- Kept the Windows build in step with the Mac version
- Cut full builds 40% (PCH) and asset loading 33% (threading)
- One Premake config for Xcode and Visual Studio, with Claude Code

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PROJECTS

2026 **AI Tooling | Personal**
- Claude workflow: searches four job sources, dedupes, ranks
- Two Claude Code mods: a command safety guard and a usage meter

2026 **Qvestit | Solo, closed beta on Google Play**
Mobile app where everyday tasks become quests that earn credits for small indulgences.
- React Native, Expo, Supabase, Kotlin, built with Claude Code
- Designed the app, including its credit economy and quest types
- Code review, staging app and gradual rollouts to testers

EDUCATION

2022 - 2024 **Forsbergs, Game Programming | Higher Vocational (YH)**
C#, C++, Unity, Unreal Engine, algorithms and data structures.

2019 - 2022 **LBS Stockholm Södra, Game Development (upper secondary)**

LANGUAGES Swedish native · English fluent · Japanese basic