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LUCA BELLUSO | SOFTWARE DEVELOPER  
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→ [Portfolio](#)

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## PROFILE

Software developer with experience building internal workflow systems for legal services and mobile apps. Focus on practical problem solving, system design and AI-assisted development workflows. Background in game programming.

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## CORE STRENGTHS

- Problem solving
- Passionate about continuous learning
- System thinking

## TECH SKILLS

- C++, C#, Unity, Unreal Engine
- AI-assisted development

## EXPERIENCE

- 2026  
mar - **Daily Quest App – Side Project | Software Developer**  
Solo development of a gamified productivity app where users complete real-life quests to earn credits, spent on real-world rewards and permissions.
- Build major features through a structured spec → plan → execute → verify workflow (Claude Code)
  - Follow up with direct prompting and reusable agent skills to fix bugs and add smaller features
  - Stack: React Native + Expo (TypeScript), Supabase (RLS, Edge Functions), RevenueCat, Expo Notifications
- 2025 -  
2026 **Duobox Legal | Software Developer**  
Building and maintaining internal tools for legal workflows using AI-assisted development (Lovable and Claude Code):
- Systems for invoicing and financial workflows
  - Case and task tracking systems
- 2024  
jan - **Trolldom Games | Programming Intern & Freelance**  
okt Worked in a large C++ codebase in a production environment:
- Developed debugging tools
  - Implemented gameplay features
  - Profiled and optimized performance
  - Maintained cross-platform builds (Also freelance in 2026)
- 2022 -  
2023 **Game Projects | Forsbergs**  
Developed multiple games in different game engines:
- Ternion – Online team-based FPS in Unreal Engine (C++). Complex movement system with sliding, dashing and wall-running. Built with a small team.
  - Sk8 Escape – Unity mobile game. State-machine player movement, ~20-person SCRUM team.
- 2021 -  
2024 **Service Work Experience**
- Worked in fast-paced service environments including restaurants, events and nightlife.
  - Developed customer awareness, problem-solving under pressure, and the ability to read and respond to people's needs quickly.
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## EDUCATION

- 2022 - **Forsbergs, Game Programming | YH**  
2024 C#, C++, Unity, Unreal Engine
- 2019 - **LBS Stockholm Södra, Game Development**  
2022

## LANGUAGES

- Swedish – Native
- English – Fluent
- Japanese – Conversational (self-taught)