

# LUCA SORACE

BACKEND DEVELOPER  
CYBERSEC SPECIALIST  
LIGHTING DESIGNER



- Male
- Born in: 2000-07-22
- Located in Rome, Italy
- CF: [REDACTED]

## SKILLS

- Programming languages & tech: Java, Python, C++, PHP x86 asm, js, linux sysadmin, networking, reversing.
- Entertainment tech: MA2, Pilot3000 & clones, Avolites, Resolume, Showcockpit, OBS, NDI networks.
- Known languages: Italian (native), fluent English (C1), basic french (A1).

## PORTFOLIO ON

**WWW.STRANCK.OVH**

## CONTACTS

+39 REDACTED  
 public.stranck@gmail.com  
[www.stranck.ovh/#contacts](http://www.stranck.ovh/#contacts)

## ABOUT ME



Constantly thinking about how to have fun while building my life: it's like a big puzzle and my job is solving every piece, creating big, beautiful stuff. I'm always ready to learn more from everything around me.

Celestial bodies where my code has been running: 2

## EDUCATION



**LA SAPIENZA (UNIROMA1) - UNIVERSITY (2023 - present)**  
 MASTER DEGREE in Computer Science

**LA SAPIENZA (UNIROMA1) - UNIVERSITY (2019 - 2023)**  
 BACHELOR'S DEGREE in Computer Science  
 Final grade: 110/110. Exams details in the last page of this document

### ACT LIGHTING ACADEMY (2020)

Full MA2 courses (101, 102, cloning, bitmapping, merging show data), MA3 Pro Beginner, dot2 user class

### ITI MICHAEL FARADAY - HIGH SCHOOL (2014 -2019)

INDUSTRIAL COMPUTER EXPERT

Graduated with 100/100. Learned various programming languages, networking, base electronics, project managing

## EXPERIENCE



### 2023 UNREAL ENGINE C++ DEVELOPER

Claypaky SRL - Bergamo

- Developed an open source plugin for Unreal Engine's editor to import GDTF files and create a 3D visualizer for lighting/video/lasers

### 2021 LIGHTING DESIGNER AND SOFTWARE DEVELOPER

Centro sportivo DR - Verona

- Designed and programmed timecoded shows for a boxing course, running together with a prerecorded dj set
- Developed custom software to record and then reproduce artnet data together with an audio track, synched up with MTC
- Developed a system interfacing with the local management software to obtain the course's bookings and automatically run the show at the correct time, without needing any human presence

### 2021 - present SOFTWARE CONSULAT AND FIRMWARE DEVELOPER

midicraft.de

- Helped in the developing process of MIDI controllers based on Atmel AVR

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## COURSES

### CYBER CHALLENGE

- Played the 2019 finals with the LinkCampus team (Ranked 14th/18 and 1st of the team as individual)
- Played the 2020 finals with the Sapienza team (Ranked 6th/28 and 2nd of the team as individual)

### SINCRONO FORMAZIONE SRL

- Linux sysadmin class
- Web developing class

## EXTRAS

- Playing CTFs (with TRX and mHACKeroni)
- Was part of the official Italian cybersec team
- Actor in theaters and shorts since 2009
- Videogaming and roleplaying
- Glitch research in old videogames
- Directing the Fablab of my old high school

## AWARDS

- 1st HACK-A-SAT 2023 - WINNER! (mhackeroni)
- 10th DEFCON2023 finals CTF (mhackeroni)
- 8th DEFCON2023 quals CTF (mhackeroni)
- 45th Google CTF 2022 (mhackeroni)
- 19th/470 DEFCON2022 quals CTF (mhackeroni)
- 9th/472 Hack-a-sat CTF quals 2022 (mhackeroni)
- 9th/299 TheZZAZZGlitch April Fools CTF 2022
- 13th DEFCON2021 finals CTF (mhackeroni)
- 11th/697 Hack-a-sat CTF quals 2021 (mhackeroni)
- 11th/433 DEFCON2021 quals CTF (mhackeroni)
- 5th/292 TheZZAZZGlitch April Fools CTF 2021
- 2nd/710 hitcoin2020 CTF (mhackeroni)
- 1st ECSC 2020 finals (team Italy)
- 6th/2392 Reply2020 CTF (TRX team)
- 24th/1237 Umbccd2020 CTF
- 62nd/1296 Reply2019 CTF
- 7th/259 TheZZAZZGlitch April Fools CTF 2019
- 1st Romecap explorer Junior 2018 (school's Fablab)
- 1st/425 TheZZAZZGlitch April Fools CTF 2018
- 3rd/127 TheZZAZZGlitch April Fools CTF 2017

### 2020 - SOFTWARE SECURITY TEACHER

**present** CyberChallenge.it - CINI - Ministero della Difesa  
Teaching software security in many courses, with both university and high school students as the main audience/target:

- CyberChallenge2024 @ Sapienza University
- CyberChallenge2023 @ Sapienza University
- CyberChallenge2022 @ Sapienza University
- Olicyber2021 @ TRX team
- CyberChallenge2021 @ Link campus University
- CyberChallenge2020 @ Link campus University

### 2016 - FREELANCER DEVELOPER

**present** Developing telegram bots, custom solutions, firmwares, rest APIs, pentesting

- Developed firmwares for simple lighting fixtures and MIDI controllers
- Designed custom distributed solutions to maintain an high uptime
- Programmed various backend/middle tier applications used by 500k+ people
- Developed solutions to bypass anti-bots protections
- Reversed libraries for various types of sw analysis

Check the full list of projects at <https://stranck.ovh/#projects>

Other work experiences

### 2022 LIGHTING PROGRAMMER AND NETWORK ENGINEER

Parma Music City

- Resident ma2 operator

### 2021 - LIGHTING DESIGNER AND OPERATOR, STAGEHAND

2023 Valerio Lundini TOUR - Winter 2021-2022, Spring 2023

- Designed the lighting touring package
- Deploying a redundant resolume arena setup with a hot swappable session
- Worked as a stagehand and operated on MA2 (using the same showfile of the last tour) for 29 back to back shows

### 2021 LIGHTING PROGRAMMER AND OPERATOR

Valerio Lundini TOUR - Summer 2021


- Programmed clonable showfile on MA2
- Integration and automatic control of Resolume directly from MA
- Operated for 26 back to back shows
- Occasionally programmed and operated using the resident consoles (Titan, Chamsys, Pilot 3000, Vista, ETC ion)

### 2020 - LIGHTING DESIGNER AND NETWORK ENGINEER


**present** CDS - Compagni Di Scena

- Designed, programmed and operated various cue listed and timecoded musicals, with MA2 as a lighting system
- Manage the LAN network inside the venues
- Designed scenographies and helped with stagehanding

 The last 5 years

 Be more chill

 Fame

 I love you, you're perfect, now change

<https://s.stranck.ovh/gRj4P7-h>

<https://s.stranck.ovh/u7h54TXm>

<https://s.stranck.ovh/oTsvwC3E>

<https://s.stranck.ovh/SWL5wexP>

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## 2020 - LIGHTING OPERATOR AND NETWORK ENGINEER

**present** APS Furizon

- Volunteer as stagehand, lighting operator
- Managing artists on stage

## 2018 - COMMUNITY MANAGER

**present** DR Commodore

- Community manager of the facebook group "Commodore Zone", with 40k+ members and its related reddit board

## BACHELOR'S DEGREE IN COMPUTER SCIENCE - SINGLE EXAM GRADES

**THESIS:** Development of a Unreal Engine's editor plugin to import and preview GDTF based virtual fixtures

**Internal advisor:** Angelo Monti

**External advisor:** Massimo Callegari

Download: <https://s.stranck.ovh/4Z7Lppo4>

Exam	Grade	Credit	HRS
• English language	qualified	3	
• Introduction to computer programming	30L/30	9	
• Differential calculus	25/30	6	
• Mathematical methods in computer science	22/30	6	
• Introduction to algorithms	24/30	6	
• Digital systems	28/30	6	
• Computer architecture	30L/30	6	
• Object-oriented programming	30L/30	9	
• Operating systems	30/30	12	
• Probability	23/30	9	
• Computer graphics	30L/30	6	
• Human-Computer interaction	30L/30	6	
• Web languages and technologies	30/30	6	
• Algorithm design	26/30	9	
• Computer networks	27/30	9	
• Integral calculus	25/30	6	
• Automata computability and complexity	24/30	6	
• Business organization and management	30/30	6	
• Software engineering	29/30	6	
• Algebra	22/30	9	
• Databases	25/30	12	
• Embedded and multicore systems programming	30L/30	6	

*L: with honors / cum laude*

Certification available on: <https://s.stranck.ovh/2hGZiK3i>

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