LUCA SORACE

LIGHTING DESIGNER
BACKEND DEVELOPER
CYBERSEC SPECIALIST

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

SKILLS

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

PORTFOLIO ON

WWW.STRANCK.OVH

CONTACTS

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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 us.

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
- 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.tranck.ovh/4Z7Lppo4*

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 **LIGHTING DESIGNER AND OPERATOR, STAGEHAND**
Valerio Lundini TOUR - Spring 2023
- Designed the lighting touring package
- Controlling two Resolume sessions at the same time for backup reasons
- Worked as a stagehand and operated on MA2

2023 **C++ DEVELOPER - CLAYPAKY**
Unreal engine editor's plugin developer
- Developed an open source plugin for Unreal Engine's editor to import GDTF files and create a 3D visualizer for lighting/video/lasers

2022 **LIGHTING PROGRAMMER**
Cattleya - "The first omen" Disney film
- Worked as MA2 lighting programmer in preparation and on the set
- Worked as electrician in preparation

2022 **LIGHTING PROGRAMMER AND NETWORK ENGINEER**
Parma Music City
- Resident ma2 operator

2022 **LIGHTING PROGRAMMER AND OPERATOR**
GoaBoa festival Genova
- Resident ma2 operator

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COURSES

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

MADMAN PRODUCTIONS (2013)
Basic class of lighting design
- Learned how intelligent fixtures works
- Learned basics of the light physics

EXTRAS

- Playing CTFs (with TRX, mHACKeroni and TeamItaly)
- Part of the official italian cybersec team
- Actor in theaters and shorts since 2009
- Videogaming and roleplaying
- Directing the Fablab of my old high school

2022 - present   **LIGHTING DESIGNER**
Compagnia Readarto - Roma
- Designed and operated for different shows
- Integration of Resolume for controlling audio tracks directly from MA2's cue list

2021 - 2022   **LIGHTING DESIGNER AND OPERATOR, STAGEHAND**
Valerio Lundini TOUR - Winter 2021-2022
- Designed the lighting touring package
- Controlling two Resolume sessions at the same time for backup reasons
- 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 console (Titan, Chamsys, Pilot 3000, Vista, ETC ion)

2021   **LIGHTING PROGRAMMER AND OPERATOR**
La Bibliotechina - AMG
- Operating and programming for concerts and dj sets on a MA2 and Hog4

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 managment software to obtain the course's bookings and automatically run the show at the correct time, without needing any human presence

2020   **LIGHTING DESIGNER FOR MUSICAL VIDEOCLIPS**
Fralma - Teddibi
- Designed lights for different musical (pop/trap) videoclips
  https://s.tranck.ovh/JI2HhK2l

2020 - present   **LIGHTING DESIGNER AND NETWORK ENGINEER**
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	https://s.tranck.ovh/gRj4P7-h
Be more chill	https://s.tranck.ovh/u7h54TXm
Fame	https://s.tranck.ovh/oTsvwC3E
I love you, you're perfect, now change	https://s.tranck.ovh/SWL5wexP

2020 - present   **LIGHTING OPERATOR AND NETWORK ENGINEER**
APS Furizon
- Volunteer as stagehand, lighting operator
- Managing artists on stage

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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

2019 - present **STAGEHAND AND LIGHTING OPERATOR**
Musical Works service

- Maily worked as stagehand for corporate gigs, weddings and luxury party

2019 - present **LIGHTING OPERATOR AND STAGEHAND**
Arcade and Food - Roma

- Building stages, and operating for small shows of various musical genres. Designed the local video broadcast system

2018 - present **LIGHTING DESIGNER**
Teatro Donma

- Designing, programming and operating cue listed theatre shows, using a Pilot3000 and a MA2

2018 - present **LIGHTING DESIGNER**
Associazione culturale Emozioni in Teatro

- Designing, programming and operating cue listed theatre shows, using a Pilot3000 and a MA2

2017 - present **LIGHTING PROGRAMMER AND OPERATOR**
CDA - Cartoon Boy Band

- Small busked rock shows, operated with OpenLyght and MA2. Stagehanding.

https://s.tranck.ovh/vcyZxIrX

--- Other work experiences ---

2020 - present **CYBER SECURITY TEACHER**
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
- CyberChallenge2020 @ Link campus University
- CyberChallenge2021 @ Link campus University
- Olicyber2021 @ TRX team

2018 - present **COMMUNNITY MANAGER**
DR Commodore

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

2016 - present **FREELANCER DEVELOPER**
Developing telegram bots, custom solutions, firmwares, rest APIs, pentesting

- Developed firmwares for lighting fixtures and MIDI controllers
- Designed custom distributed solutions to matain 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 analysis

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