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Luigi Lescarini

Full stack Javascript and mobile developer and consultant.
Unity lover.
Blockchain dApps (Smart contracts, Web3)

DESCRIPTION

After graduating in Electronic Engineering, I spent several years at Finmeccanica, working for 7 years in the Signal Processor department for radar systems and then another 4 years in human resources as head of technical, managerial, and linguistic training.

I later dedicated myself to software development, my true passion, as a freelancer, an activity I have been carrying out with enthusiasm since 2014.

Over the years I have collaborated with several startups, managing and designing important sections of their software architectures.

I alternated these periods with some personal projects that further allowed me to broaden my knowledge.

I consider myself a generalist, capable of tackling a wide range of issues by providing effective solutions to clients' problems.

I am constantly studying new subjects in the vast world of computer science. I consider myself an extremely responsible and precise person with excellent communication skills.

I prefer assignments that allow me full operational autonomy and exclusively remotely.

RELEVANT CONSULTANCY

Splendor, Remote - *Blockchain Consultant*

2024 - 2025

Blockchain startups.

- I was an integral part of the development team of the [blockchain Splendor]

Treedefi, Remote - *Blockchain Consultant*

2021 - 2023

Blockchain startups.

- 2021 - I developed entirely by myself a *Play to Earn,* A web app with smart contract interactions on the Binance and Avalanche networks. The project was discontinued in recent years due to the cryptocurrency crisis. (React/Moralis)
- 2022-2023 - I developed the Treedefi web app entirely by myself (https://treedefi.com/), a site where it is possible to carry out various operations related to their ecosystem (Stacking, NFT management, Swap, Redeem). (React/Web3/AWS)

Spaghetti Interactive Srl, Remote — *General Consultant*

2014 - Present

Gaming startup. Over the years, I've worked on a wide variety of topics.

- Development of at least 13 engines (both game engine and intelligence based on heuristics) for card games (Javascript and Unity)
  - Persistence layer management (users, scores, device information, images, groups, in-game currencies…), almost one million managed users.
    - MongoDB
    - Redis
    - MySQL
- Management of major data migrations across the architecture lifecycle
- Various standalone modules:

- Push notification management system
- Development of internal tools for management and user and game monitoring
- Score and score management service rankings
- Development of the various game landing pages https://www.giochipiu.it/

RELEVANT PERSONAL PROJECTS

Tournament Manager — *Creator*

2026 - Present

I designed, created, and launched a SaaS platform for managing padel tournaments. A pilot phase is currently underway with several partner padel centers.

Tournament creation, live scores, rankings, referee platform, individual and team ranking system.

Multi-role access (admin, player, referee)

https://tournamentmanager.it/

Experience gained:

- Secondproject developed with the support of generative artificial intelligence (LLM)
- Significant increase in production and delivery capacity

Associate — *Creator*

2025 - Present

I conceived, created, and launched a SaaS platform for managing theater and sports associations, called Associate.

Membership management, courses, payment processing, reservations, financial reporting. Multi-role access (admin, teacher, member)

https://associate.infinitymundi.it/

Experience gained:

- First project developed with the support of generative artificial intelligence (LLM)
- Significant increase in production and delivery capacity

Popular — *Creator*

2022 - Present

I designed, created, and launched a SaaS platform for order and payment management geared toward high-traffic events such as festivals, fairs, and demonstrations, called Popular.

https://popular-pagamenti.web.app/

Popular is usedfor 3 years fromViareggio Carnival, processing on average more than 100k euros in 5 days.

Experience gained:

- Integrations with payment platforms
- Insights into Firebase, React, and Stripe

Infinity Mundi — *Creator*

2018 - Present

I conceived, created, and launched a platform for producing interactive digital stories for smartphones. To date, Infinity Mundi is the Italian publisher with the most titles in stores.https://www.infinitymundi.it/business

I have published (in collaboration with authors and illustrators specialized in writing interactive stories) several apps for the public and I have created some apps for companies (training, marketing).

Experience gained:

- I have developed a very complete parsing engine with Unity that allows authors of interactive stories great flexibility and creativity (I have also created a large documentation, both in Italian and English) and which allowed me to deepen my experience with Unity in an unconventional way.
- I created and managed a small Facebook community of authors and illustrators who created the content for the project
- I have managed the publication of numerous mobile apps for the Play Store and Apple Store
- I had the opportunity to manage and monitor advertising through Facebook Ads

Digital illustrations— *Freelance*

2020 - Present

I am passionate about generative digital illustrations and have a decade of experience with Photoshop and an excellent knowledge of Midjourney.

I have created several works for private clients.

https://www.infinitymundi.it/magic-tokens

https://www.infinitymundi.it/portfolio

FULL TIME JOBS

Finmeccanica/Leonardo, Rome— *Human Resources - Training and Development*

2010 - 2014

- Responsible for specialist, managerial and linguistic training (30,000-40,000 hours/year)
- Coordinator of the following training projects (Leonardo's business projects):
  - FLIP
  - Business Culture Project
  - Innovation Project
- Technical manager and coordinator of the Inner Academy and the company's Learning Management System.

Finmeccanica/Leonoardo, Rome— *Signal Processor Engineer*

2002 - 2009

- Drafting requirements and development of signal processors (C language) for radar systems
- Research and development on Adaptive Digital Beamforming using FPGAs

EDUCATION

Neurolinguistic Programming, Rome— *Master* 2013

- I obtained two certifications (first and second level) in neurolinguistic programming with coach Stefano Santori.**https://stefanosantori.coach/**

Electronic Engineering, University of Perugia, Perugia- *Degree*

1996 - 2001

- Degree in Electronic Engineering with a specialization in Robotics
- I prepared my experimental thesis during my Erasmus study period abroad (Aachen, Germany)

LANGUAGES

Italian, Spanish, English.

KEYWORDS

Node.js, React, Express, Redis, MongoDB, MySQL, Firebase, Amazon Web Services (AWS), HTML+CSS (Chackra UI, Semantic UI, MUI), NextJS, Typescript

Blockchain: Solidity, Web3, Moralis, Reach, WalletConnect

Unity 3D, C#

Photoshop, Blender, Midjourney