

Contact

hello@marcosecchi.it

www.linkedin.com/in/secchimarco
(LinkedIn)

marcosecchi.it (Personal)

github.com/marcosecchi (Other)

twitter.com/the_bit_cave (Other)

Top Skills

Web Development

Mobile Applications

Web Applications

Languages

Italian (Native or Bilingual)

English (Professional Working)

French (Elementary)

Honors-Awards

1st Prize - FlashDen Game Design
Competition

3rd Place - BD4D + Wellcome
Collection Interactive Competition

Interviewed by the Envato Team

Interviewed on Envato Notes

Publications

Adobe Air. Guida allo Sviluppo delle
Desktop Application

Sviluppare Applicazioni con Flex 4 e
ActionScript 3

Operation Overlord Normandy 1944

Legend of The Five Rings - Italian
Translation

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Marco Secchi

Freelance Unity Developer. Sometimes, a teacher too...

Milan Area, Italy

Summary

I'm a freelance developer who has a long time experience as a consultant in game and application development (web and mobile).

Since 2016 I've started my career as a professional teacher (Game Development and Web Development).

Specialties:

- Unity 3D
- VR
- Game Design
- Game Development
- Web and Mobile Games and Applications
- Angular

Experience

NABA Nuova Accademia di Belle Arti

New Technologies for Applied Arts Teacher

June 2018 - Present

Milan Area, Italy

Unity3D teacher (BA in New Technologies for Applied Arts).

NABA Nuova Accademia di Belle Arti

Media Design and Multimedia Arts Teacher

September 2016 - Present

Milan Area, Italy

Unity3D lab teacher for the Game Design course (BA in Media Design and Multimedia Arts).

Accademia di Belle Arti di Brescia SantaGiulia

Art and New Technologies Teacher

February 2019 - Present

Brescia Area, Italy

Unity3D and Game Programming teacher.

marcosecchi.it

Freelancer Game (Unity) and App Developer

June 2005 - Present

Milan Area, Italy

Currently focusing on Unity3D game development and Angular2 app development. Clients include Disney Online International, Vodafone, Samsung, Nickelodeon, Hachette, Honda Automotive, Nokia, Monster, MotorSport Gaming, Envato and Aviary.

Since 2016 I've started my career as a professional teacher (Game Development and Web Development). I've been teaching for NABA (Nuova Accademia di Belle Arti), DigitalBros Game Academy, Fastweb Digital Academy, Esis Srl Italia, YATTA!.

Digital Tales

Freelance Unity 3d Developer

May 2018 - February 2019 (10 months)

Milan Area, Italy

Focusing mainly on mobile game development.

Broken Arms Games

Freelance Game Developer

July 2017 - October 2017 (4 months)

Alessandria Area, Italy

I developed part of the mobile (Unity3D) Monster Supercross Game.

Digital Bros Game Academy

Guest Trainer (Game Programming)

August 2016 - October 2017 (1 year 3 months)

Milan Area, Italy

As a guest trainer, I was responsible for teaching Game Programming, mainly focusing on Unity3D.

Fastweb Digital Academy

Teacher (Game Programming)

March 2017 - July 2017 (5 months)

Milan Area, Italy

I held two courses (base and intermediate) about Game Programming. Main topics: Unity3D, Git, Lua

Motorsport Gaming

Freelance Game Developer

September 2016 - May 2017 (9 months)

Focusing mainly on Mobile (Unity3D) and Web (Angular) Games.

Envato

Senior Unity3D and Flash/Flex ActiveDen Reviewer

April 2009 - October 2015 (6 years 7 months)

Reviewing Unity3D, Flash and Flex submissions to ActiveDen.net (stock Flash components and templates) for functional and aesthetic quality requirements.

DarkWave Games

Unity Game Developer

July 2014 - September 2015 (1 year 3 months)

Unity2D game development.

Envato

Envato Exclusive Author

August 2007 - August 2015 (8 years 1 month)

I designed and developed application and component widgets (mostly in Flex) to be sold on the Envato Marketplace.

bSmart

Flex and AIR Consultant

October 2011 - May 2013 (1 year 8 months)

Milan area, Italy

Developing e-learning and eBook applications for desktop and Android mobile (using Adobe AIR technology).

alittleb.it SRL

Game Designer and Developer

January 2009 - September 2009 (9 months)

Alb games was a division of alittleb.it, specializing in casual, browser, iPhone games (now rebranded Darkwave Games).

Aviary Inc

Freelance Flex and AS3 Developer

August 2008 - January 2009 (6 months)

AS3/Flex development for the Aviary project. Developed the Ibis application prototype, for editing fonts.

LSVmultimedia

Freelance Flex and AIR Developer
April 2008 - November 2008 (8 months)
Lecco Area, IT

Flex and AIR development for the CrossCast v2 system and ied.tv

Sopra Group

Flex and AS3 Consultant and Tutor
June 2008 - August 2008 (3 months)

Consultant and Tutor for the Flex frontend SuperEnalotto applications. Game developer (SuperEnalotto virtual games).

Aviary Inc

Freelance Flex and AS3 Developer
November 2007 - March 2008 (5 months)

Flex development for the Aviary project. Developed the Toucan application.

Mutado

Freelance Flash Developer + Solution Analyst
February 2007 - September 2007 (8 months)
Milan Area, IT

Developed web applications, flash games and sites for Disney, Nickelodeon, Leagas Delaney.

Kora

Freelance Flash Developer
June 2006 - October 2006 (5 months)

Developed corporate sites for Honda Europe and Honda Legend Site.

AlVillage

Freelance Flash Developer
September 2005 - May 2006 (9 months)

Flash games for the Princess Website (Disney Online International).

HTML/CSS design and skinning.

Self-Employed

Freelance Game Designer and Miniature Painter
January 1994 - November 2005 (11 years 11 months)
Milan Area, Italy

During this timespan I focused on semi-professional miniature painting, mainly SciFi, Fantasy and Historical models (1/48 and 1/35 scale).

I've been designing and translating Role Playing Games and Wargames. Clients included Hobby&Work, Italeri, 21st Century Edition.

Valxer

Freelance Web Developer

August 2004 - June 2005 (11 months)

HTML/CSS dev, webobjects dev, graphic designer, solution analyst.

I worked on the Valxer CMS/LMS system, focusing on a pure css skinning template system.

ETAss

Web Developer

January 2004 - July 2004 (7 months)

HTML/CSS dev, webobjects dev, graphic designer

Education

Politecnico di Milano

Engineer's Degree, Computer Software Engineering · (1990 - 2003)

Liceo Scientifico Giordano Bruno di Melzo

Senior High School, Specializing in Science Education · (1985 - 1990)