

## 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

Unreal Engine

Unity3D

Game Development

## Languages

Italian (Native or Bilingual)

English (Professional Working)

## Certifications

GitHub Campus Advisor

## Honors-Awards

Cybercity Chronicles

## 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

VideoGame developer, teacher and consultant

Milan

## Summary

I'm a game development teacher who has a long time experience as a consultant in game and application development.

## Experience

Digital Bros Game Academy

Core Trainer (Game Programming)

September 2021 - Present (11 months)

Milan Area, IT

NABA Nuova Accademia di Belle Arti

5 years 11 months

Creative Technologies for Applied Arts Teacher

June 2018 - Present (4 years 2 months)

Milan Area, Italy

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

Master of Arts in New Technologies of Arts Teacher

March 2021 - March 2022 (1 year 1 month)

Milan, Lombardy, Italy

Media Design and Multimedia Arts Teacher

September 2016 - March 2022 (5 years 7 months)

Milan Area, Italy

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

marcosecchi.it

Freelancer Game Developer

June 2005 - Present (17 years 2 months)

Milan Area, Italy

Focusing on Unity3D and Unreal Engine game development.

Since 2016 I've started my career as a professional teacher (Game Programming). I've been teaching for NABA (Nuova Accademia di Belle Arti), DigitalBros Game Academy, HDemia Santa Giulia and Fastweb Digital Academy.

#### Scuola Futuro Lavoro

Game Development Teacher

September 2020 - July 2021 (11 months)

Milan, Lombardy, Italy

Teaching Game Design and Development (Unity 3D) focusing on students with Asperger Syndrome.

#### Accademia di Belle Arti di Brescia SantaGiulia

Art and New Technologies Teacher

February 2019 - July 2019 (6 months)

Brescia Area, Italy

Unity3D and Game Programming teacher.

#### 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

8 years 3 months

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.

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.

### DarkWave Games

Unity Game Developer

July 2014 - September 2015 (1 year 3 months)

Unity2D game development.

### 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 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

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## 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)