

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

OSC

Angular

UEFN

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

Game programming and development Lecturer | Author of
'Multiplayer Game Development with Unreal Engine 5'

Greater Milan Metropolitan Area

Summary

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

Experience

NABA Nuova Accademia di Belle Arti

7 years 7 months

MA in Creative Media Production Lecturer

September 2023 - Present (7 months)

Milan, Lombardy, Italy

Unreal Engine lecturer (MA in Creative Media Production).

GameDev Subject Leader - Media Design and New Technologies

October 2022 - Present (1 year 6 months)

Milan, Lombardy, Italy

My main role as advisor is to support the course leader in the game
development area (Unity, Unreal, etc.).

BA in Creative Technologies for Applied Arts Lecturer

June 2018 - Present (5 years 10 months)

Milan Area, Italy

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

MA in New Technologies of Arts Lecturer

March 2021 - March 2022 (1 year 1 month)

Milan, Lombardy, Italy

Media Design and Multimedia Arts Lecturer

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).

Packt

Tech Advisory Board Member for Unreal Engine Professionals

July 2023 - Present (9 months)

As a Tech Advisory Board member, I have a direct hand in shaping Packt publishing roadmap for Unreal engine.

marcosecchi.it

Freelancer Game Developer

June 2005 - Present (18 years 10 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.

AIV - Accademia Italiana Videogiochi

Game Development Teacher (Unreal Engine)

October 2022 - September 2023 (1 year)

Milano, Lombardia, Italia

I teach Game Designers the fundamentals of game development focusing on the Unreal Engine and Blueprints.

ZURU Tech

Unreal/C++ Teacher

October 2022 - February 2023 (5 months)

Milan, Lombardy, Italy

Online teaching for ZuruTech Academy: my main job is to teach junior programmers Unreal C++ and procedural content creation.

Digital Bros Game Academy

Core Trainer (Game Programming)

September 2021 - August 2022 (1 year)

Milan Area, IT

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 Lecturer
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.

Fastweb Digital Academy
Game Programming Teacher
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 developement 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)