Marco Cencig

Web/Game Developer ,
CNC Programmer ,
Control Quality Officer

Contact

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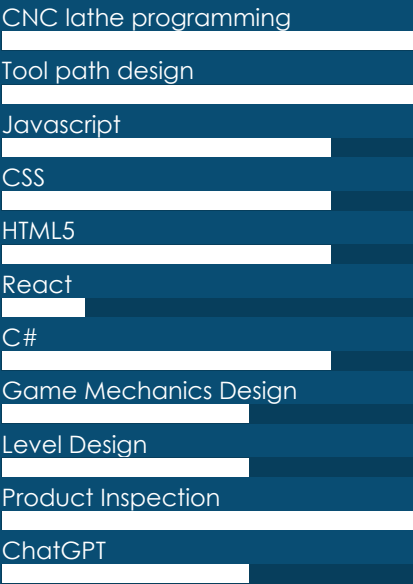
Phone
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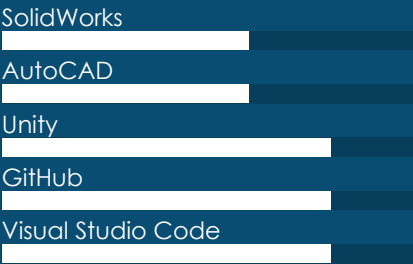
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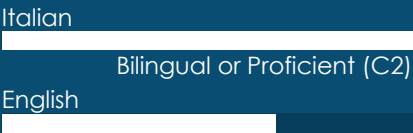https://www.linkedin.com
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WWW
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Skills

CNC lathe programming

Tool path design

Javascript

CSS

HTML5

React

C#

Game Mechanics Design

Level Design

Product Inspection

ChatGPT

Software

SolidWorks

AutoCAD

Unity

GitHub

Visual Studio Code

Languages

Italian

Bilingual or Proficient (C2)

English

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8 Years of experience at Toscotec S.P.A. in CNC programming and quality control.
1 Year of experience in web development with strong skills in HTML5, CSS, and JavaScript.
4 Years of experience in Unity and C#, applied in the development of the game *Shattered Heaven*, improving production efficiency and gameplay quality.
I'm also currently expanding my expertise by studying React to deepen my front-end development skills.

Work History

2017-01 - Current

CNC Programmer
Toscoter S.P.A., Lucca, Italy
Programmed work paths for lathes.
- Reviewed CNC designs for pre-production errors, eliminating design flaws to reduce raw material waste.
- Inspected finished products to verify compliance with production tolerances.
- Improved CNC program efficiency by optimizing tool paths and reducing cycle times.

2017-01 - Current

Quality Control Inspector
Toscotec S.P.A., Lucca, Italy
- Inspected incoming and outgoing materials for accuracy and quality.
- Communicated with production team members about quality issues.
- Completed precise measurements using special tools.

2024-10 - 2024-10

Portfolio, Front-End Web Developer
Personal Project, Remote
- My personal portfolio website showcases skills and projects in web/game development and mechanics. Designed the site to reflect my personal style, featuring a clean layout and intuitive navigation. It includes detailed sections on my work, technical skills, and contact information.
- This website was created with HTML5, CSS, and JavaScript.

2024-04 - 2024-07

E-Commerce, Front-end Developer
Personal Project, Remote
- Improved website functionality by redesigning, updating, and implementing HTML 5, CSS, and JavaScript codes.
- Researched topics to create accurate and engaging content.
- Enhanced website user experience by implementing responsive design and intuitive navigation.

2024-01 - 2024-02

Holiday Home, Front-end Developer
Challenge Project, Remote
- Holiday home website was created to promote a beautiful vacation home. It provides visitors with detailed information about accommodations, services, and local attractions. With a user-friendly interface and captivating photographs, the site aims to deliver an engaging experience for potential guests.
- Improved website user experience by redesigning interface and optimizing navigation.
- This website was created with HTML5, CSS, and JavaScript.

2021-09 - 2023-06

Game Developer
Leonardo Interactive, Remote
- Worked as developer on Shattered Heaven project, contributing to creation of game using Unity engine and C# programming language. During development, handled various technical aspects, optimizing game performance, and implementing key features to ensure smooth and engaging gaming experience.
- Developed and implemented game levels with in-game mechanics.
- Collaborated with artists and sound designers to create cohesive aesthetics across all aspects of game projects.

Education

2011-09 - 2016-07	**High School Diploma**
	I.T.I.S Enrico Fermi , Mechanical Course - Lucca, Italy

Certifications

2021-06	Certified game designer, Gamera Interactive - 2022

Mountain , Swimming , Ski , Gym and other sport

A highly active individual with a passion for outdoor adventures and fitness. Regularly enjoys mountain hiking, skiing, swimming, and gym workouts, along with a variety of other sports. Always seeking new challenges and experiences, combining physical endurance with a love for nature and well-being.