

Marco Cencig

Web/Game Developer ,
CNC Programmer ,
Control Quality Officer

Contact

Address
56022, Villa Campanile Italia

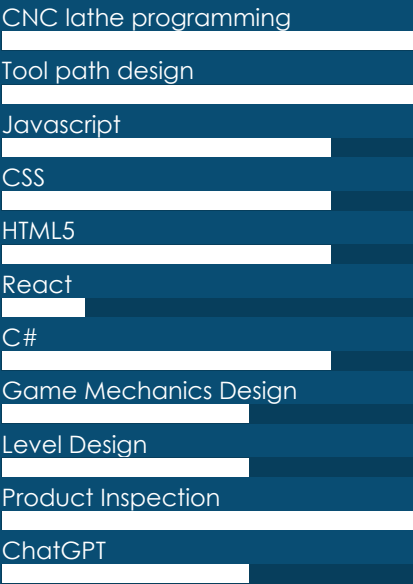
Phone
+393483754620

E-mail
Marcocencig97@gmail.com

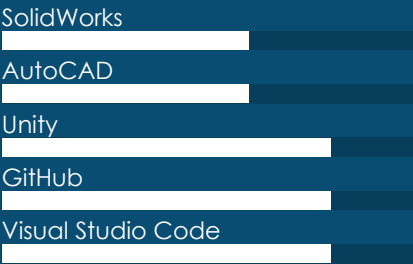
WWW
<https://www.linkedin.com/in/marco-cencig-a81b36201/>

WWW
<https://bold.pro/my/marco-cencig/321r>

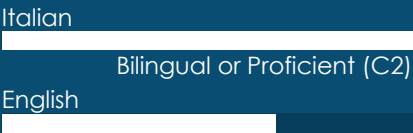
Skills



Software



Languages



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 <i>Toscofer S.P.A., Lucca, Italy</i> Programmed work paths for lathes. <ul style="list-style-type: none">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 <i>Toscotec S.P.A., Lucca, Italy</i> <ul style="list-style-type: none">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 <i>Personal Project, Remote</i> <ul style="list-style-type: none">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 <i>Personal Project, Remote</i> <ul style="list-style-type: none">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 <i>Challenge Project, Remote</i> <ul style="list-style-type: none">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 <i>Leonardo Interactive, Remote</i> <ul style="list-style-type: none">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>I.T.I.S Enrico Fermi , Mechanical Course - Lucca, Italy</i>
----------------------	--

Certifications

2021-06	Certified game designer, Gamera Interactive - 2022
---------	--

Hobbies and Sports

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.