PERSONAL INFORMATIONS

Marco Porcaro

Home address: via Nazario Sauro 22, 10040, Rivalta di Torino (TO), Italy
Mobile: +39 340 8041825
E-mail: porcaro.marco@gmail.com
Date of birth: November 16, 1990

EDUCATION

▸ Master of Engineering in **Cinema and Media Engineering**
Final Thesis phase
At: Polytechnic of Turin, Faculty of Information Technology
Main courses: Computer Animation, Visual Effects, Android Programming, Communication, Advertising, Marketing, Film production, Audio and Video coding

▸ Bachelor of Science in Engineering (BSE) degree in **Cinema and Media Engineering**
Score: 110/110 cum laude
At: Polytechnic of Turin, Faculty of Information Technology
Main courses: Web Applications, Computer Graphics, Java Programming, Advertising, Marketing, Communication

▸ High School Diploma in Science and Technology
Score: 100/100
At: Liceo Scientifico "E. Amaldi", Orbassano (TO)

PERSONAL SKILLS

▸ LANGUAGES
Mother tongue: Italian
English:
IELTS certification (International English Language Testing System) achieved in December 2011 with a 6,5 rating (corresponding to a B2 level in the CEFR)

▶ EXPERIENCES

- **Telecom Italia**
  November 2014 - Present
  Internship/Thesis.
  Creating "Internet of Things Proximity-based Applications" by connecting devices of a different nature, through a new communication protocol based on proximity
  Turin, TO Italy

- January 2015 – February 2015
  Web developer for Paninhour.
  Website coding and styling.
  Turin, TO Italy

- **AISLA (Italian Association Amyotrophic Lateral Sclerosis)**
  May 2013 – June 2013
  TV spot and documentary.
  Realization of a TV spot and a documentary for AISLA (Italian Association Amyotrophic Lateral Sclerosis): 3D modelling, special effects and graphics.
  Turin, TO Italy

- **Media & Learning Conference**
  November 14-15, 2012
  Conference Holder "Stereoscopy in Education".
  Workshop Holder "Shooting in 3D".
  Conference and Workshop Holder on the theme of low budget stereoscopy for educational scope at the Media & Learning Conference.
  Education Ministry of Bruxelles, Belgium

- **C.S.P. s.c. a r.l.**
  May 2012 – June 2012
  Internship.
  In-depth study of current technologies for the creation and playback of stereoscopic 3D content, design and construction of a rig for two SLR cameras and shooting 3D.
  Turin, TO Italy

▶ TECHNICAL SKILLS

- Wide knowledge of the programming languages **Java**, **Android**, **HTML**, **CSS**, **SQL**, **PHP**, **Javascript**, **jQuery**, **SQL**, **Ruby**, **C#**
- In-depth knowledge of the basic concepts of 3D modelling and animation. Lot of experience with the software **Blender**, basic knowledge of **Maya**, **3DS Max**, **Cinema4D**
- Good knowledge of the video editing software **Adobe Premiere**
- Experience with the graphic engine **Unity** for real-time 3D application and videogames

▶ **SOCIAL SKILLS AND COMPETENCES**
Good ability to work in a team, gained mainly in the university in various fields, such as essay writing, planning and production of audio-visual material

▶ **ORGANIZATIONAL SKILLS AND COMPETENCES**
Ability to plan and coordinate the work of several people, to draw up work plans, even with tight deadlines

▶ **PERSONAL INTERESTS**
Passionate about cinema, photography and technology in general, especially for portable devices (smartphones, tablets, audio/video player), videogame consoles and all that is designed for entertainment

DRIVING LICENSE
Full clean driving license