# Nicolò Marchetti

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#### Career

- · 2019 / Ongoing Collaboration with game design studio We Are Müesli and creation of tabletop games, escape rooms and video games (Colpo di Stato, Wer Ist Wer/Chi è chi, Ventiquattro Elle, Madeleines, Alfabeto Civico).
- · 2020 / 2021 Academic tutor for the three-years Game Design course at **SAE Institute Milano**.
- · 2020 Italian localization for the video game Milky Way Prince.
- · 2019 Proofreading for the Italian translation of the video game **Mutazione**.
- · 2017 Internship at camerAnebbia.

## **Education**

- · 2017 / 2020 Master degree in Communication Design at Politecnico di Milano with a final score of 110L/110.
- · 2019 Partecipation to Master Class & Game Jam "First person cinematic adventure video games".
- · 2014 / 2017 Bachelor degree in Communication Design at Politecnico di Milano with a final score of 110/110.

# Visual designer

Based in Milan Phone: (+39) 3409497305 nicolomarchetti999@gmail.com

## **Skills**

Proficient in digital illustration, interface design, motion design and layout of printed matter. Advanced skill in any kind of image manipulation and prototipation software: Adobe Photoshop, Illustrator, Indesign, Premiere, After Effects, Figma, ecc.

Good knowledge of game design and puzzle design processes and good experience with tools for project management (Trello, Google Suite, Miro, Git).

Basic skill with markup and web languages (HTML, CSS), programming languages (Javascript, C#) and hardware prototyping platforms (Arduino, Raspberri Pi). Basic skill in 3D modelling, level design and game programming (Blender, Unity).

Good experience of woodworking, painting and all-around handmaking of game props for escape rooms.

### Certifications

- English C1 (CAE Certificate aquired at Cambridge School of English, Verona).
- · French B2 (DELF Certificate acquired at Alliance Française, Verona).
- · Driving license

Digital portfolio: nicomarchetti.eu ↗