



MATTEO MICUCCI

📍 c.da Portone S. Francesco 19
62010 Morrovalle (MC), Italy

✉ mileto87@gmail.com

📞 +39 3939964656

🌐 www.matteomicucci.it

EDUCATION

Mar 2017 / Fastweb Digital Academy
UX/UI Design Course

Mar 2016 – Mar 2017 / Digital Bros Game Academy
Game Design

Oct 2009 – Nov 2011 / La Sapienza University of Rome
Master's Degree in Nanotechnologies Engineering
Rating: 110/110 cum laude

Sep 2006 – Oct 2009 / La Sapienza University of Rome
Bachelor's Degree in Energy Engineering

Sep 2001 – Jun 2006 / ITIS E. Divini
Diploma in Informatics

PROJECTS

2016 – 2017 / Videogames realized during DBGA
Game Designer (Pitch, GDD, Mechanics, Level, UI)

World War Champions (Pong-like 2D, Construct 2), *inSanity* (Shooter 2D, Construct 2), *Warships/Black Sails* (Turn-based Strategy, Paper Prototype), *Elettreno* (pitch realized for an important energy company, Endless Run, Pitch), *The Z's Escape* (Turn-based RPG 2D, Unity), *Game Jam Tycoon* (realized during the DBGA Game Jam, Managerial/Action 2D, Unity), *Until I Breathe* (First Person Adventure 3D, Unity)

2016 / Donaldo Trombetta (Corriere Hackathon 2016)
Game Designer (Contents, Mechanics, UI)

Mobile game related to the american electoral model applied in Italy, realized in 36 hours

2014 – 2015 / Shairy - Salone Digitale (Start-up)
Web and Mobile Developer

Mobile app for hairdressers. Collaboration with Centro Degradé Joelle and the business incubator The Hive

2013 / Insurances Data Manager - IDM
Web Designer and Developer

Insurances and claims manager, currently used and updated, realized for an insurance company

2012 / KeenAct (Start-up)
Technical Consultant

Start-up project related to the e-learning world; pitch was presented to the business incubator H-Farm

LANGUAGES

Italian / Madrelingua

English / Written: advanced
Spoken: base
Technical: good

INTERESTS

Videogames, Paper RPG, Tabletop Games, TCG, Programming, Sport (football, volley)

WORK EXPERIENCE

Mar 2012 – Current / Freelancer
Web and Mobile Developer

Oct 2012 – Mar 2015 / 9 Bureau
Founder / Web and Mobile Developer

Mar 2012 – Oct 2012 / Woodwo Interactive
Technical Consultant

SOFTWARE KNOWLEDGES

Advanced / Unity3D, Git, Trello, Microsoft Office, HTML, CSS, Javascript (AngularJS, jQuery)

Good / Construct 2, Visual Studio, C#, PHP, SQL

Base / Xcode, Android SDK, Slack, Adobe Photoshop, C++