

Nicolò Marchetti

Visual designer

Based in Milan

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Professional career

• We Are Muesli - Milan

apr 2019 - Ongoing

As graphic designer, I take active part to the creation of commercial and applied games (video games, tabletop games and escape rooms) from the early concept the final release. Among the projects I worked on are *Colpo di Stato*, *Wer Ist Wer*, *Ventiquattro Elle*, *Madeleines*, *Missione Pietrarubbia*.

• Co-op - Gothenburg (remote)

mar-dec 2022

Visual design and art direction consulting for Swedish brand CO-OP. I helped the client to develop a new logo and visual style that could better communicate their brand values and make them stand out among competitors.

• SAE Institute Milano - Milan

oct 2020 - oct 2021

I worked as academic tutor for the three-years Game Design course at the SAE Institute Milano academy, where I held game design and game development tutoring classes and guided students through the creation of their final year projects.

• CamerAnebbia - Milan

oct 2017 - mar 2018

During the first year of my master degree, I was an intern video animator, and I worked at the interactive installations *Una storia chiamata rivoluzione* and *Icône sovietiche*, hosted by Fondazione Feltrinelli in Milano and Palazzo Leoni Montanari in Vicenza.

Education

• Communication design - Politecnico di Milano

oct 2014 - jun 2020

Bachelor and master degree in Communication Design at Politecnico di Milano with a final score of 110L/110.

Skills

• Digital tools

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

Good knowledge of game engines Godot and Unity. 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 (Blender).

• Other skills

Experienced in art direction, creation of moodboards and pitch presentations. Good knowledge of game design and puzzle design processes and good experience with tools for project management (Trello, Google Suite, Miro, Git).

Languages

- **Italian**

Mother tongue

- **English**

C1 CAE Certificate acquired at Cambridge School of English, Verona.

- **French**

B2 DELF Certificate acquired at Alliance Française, Verona.

Hobbies and other activities

- **Gincana - Game creation**

In the summer of 2022 I started working on a solo project, a video game that was released on the Itch.io platform. I thought of the game concept and the art direction of the game, I created the visual assets for the game and for the promotional content and I took care of the development with Godot engine.

- **Illustration and creative productions**

In my spare time I make digital and analog illustrations and I take part in independent creative productions on various media forms (printing, videomaking, music production, game jams).

- **Sport**

I like to run and do full body activities such as functional training.