

MARCO MARCHESINI

GAME DEVELOPER



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Puerto Escondido, Mexico

SUMMARY

I am an experienced Web Game Developer with over 15+ years in the industry. I have developed around 60 games throughout my career, working with esteemed clients like Paramount Pictures and Dreamworks.

EDUCATION

HIGH SCHOOL

Liceo Scientifico G. Fracastoro
Verona, Italy

1998 - 2003

UNIVERSITY

London Metropolitan University, BSc
Computer Visualization and Games
First Class Degree
London, UK

2005 - 2008

SKILLS

Game Engines / Languages

Phaser / TypeScript

Defold / Lua

Unity / C#

Other Skills

Pixel Art

Guitar and Music Composition

Fluent in English, Italian, and Spanish

EXPERIENCE

HTML5 GAME DEVELOPER

Eidosk

2019 - Present

I have been working as a freelance game developer. Additionally, I have designed and developed my own educational games, available on my site **eidosk.com**

E-LEARNING WEB DEVELOPER

Whizz Education - London, UK

2014 - 2019

My role included improving and debugging existing interactive Maths Lessons for Maths-Whizz, the UK's leading virtual maths tutor.

FLASH GAME DEVELOPER

Fight My Monster - London, UK

2010 - 2013

FightMyMonster was a social networking and gaming site for kids. My role was the main developer for the Monster Fight Sequence, or "Fight Scene".

FLASH GAME DEVELOPER

NPB - London, UK

2006 - 2009

Developed online Adver-Games in Adobe Flash and ActionScript 2 and 3. Worked for clients such as Dreamworks, Paramount, Universal.