



Marco Rustighi

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Date of birth: 06/12/1990 **Nationality:** Italian

ABOUT ME

Hello World, I'm Marco Rustighi. I'm a huge technology enthusiast, curious, and with a good dose of creativity. I love discovering and experimenting with new solutions, and right now I'm developing apps from Robotics to AR, VR, and AI.

WORK EXPERIENCE

[01/2023 – Current]

Unity Developer Freelance

City: Milano | **Country:** Italy

- I collaborated with the team of Archetype AI to create an Educational AI App called "Palla dove vai", published on the Play Store and App Store.
- I collaborated with the Next Present team as a Unity Developer and React Developer to create a content platform focused on hard skills and soft skills, powered by artificial intelligence.

[05/2018 – 12/2022]

Unity developer

Orwell srl

City: Milano

I worked in twelve people team, such as Unity Developer. I've worked on AR/VR projects. I was the lead VR of the projects. The main project I worked on is an event game in VR (Virtual Soccer Zone) I also deal of any technical hardware and software problems.

[09/2017 – 02/2018]

Research & Development

Bigrock srl

City: Roncade

When I finished the course of Virtual Reality in Bigrock, the school chose me to work in the team of research and development (R&D). I have improved my soft skills in teamwork. I've improved my knowledge of Unity 3D and programming language c#. I have worked on Virtual Reality and Augmented Reality projects.

[04/2014 – 05/2017]

Web Developer

Immagini Group srl

City: Carrara | **Country:** Italy

I worked in four people team. I created static websites (html e css) and dynamic (wordpress, php, MySQL). Then later I done search engine optimization (SEO).

EDUCATION AND TRAINING

[05/2017 – 09/2017]

Virtual Reality

Bigrock <https://www.bigrock.it/>

City: Roncade (TV) | **Country:** Italy |

I have increased my knowledge with the course of Virtual Reality in Bigrock. I learned visual scripting and c# language, knowledge of main engines (Unity 3D e Unreal Engine), a basic knowledge of 3D graphic softwares (Maya, Substance Painter, Z-Brush).

[09/2012 – 07/2016]

Nuove Tecnologie dell'Arte

Accademia di Belle Arti di Carrara

City: Carrara (MS) | **Country:** Italy |

I learned a basic knowledge of main softwares to builder websites (Dreamweaver, Wordpress).

A basic knowledge of graphic softwares (photoshop, illustrator, indesign) and video editing softwares (premiere).

[09/2004 – 06/2009]

Elettronica e Telecomunicazioni

Istituto Tecnico Industriale Statale

City: Carrara (MS) | **Country:** Italy |

I learned a basic knowledge in a programming language (c, c++) and programming microcontroller (Arduino).

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING B1 **READING** B1 **WRITING** B1

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

Software Skills

Unity 3D | Unreal Engine | Photoshop | Illustrator | Wordpress

Technical Skills

C# | C++ | Experience with PHP, SQL, HTML, CSS, JavaScript | React JS/ React Native

Soft Skills

Problem Solving | Teamwork & collaboration