Marco Zannini

UX UI DESIGNER • VR DEVELOPER

marco@wajskol.com
Ten Katestraat 24A-4,
1053CG Amsterdam
+31 6 45158381
http://it.linkedin.com/in/marcozannini/

PORTFOLIO: http://www.zanninidesign.com/

PROFILE:

An experienced UX UI Designer with an excellent and versatile skill set.
Successfully worked in this vertical for over 8 years.
Confident working as an individual or as part of a team.
Ideally looking to step into the VR / Gaming industry.
Happy to work across VR UI Design and development, 3d Modeling,
Animation, Visual Design, User Experience.
Hardcore gamer, VR Enthusiast.

EXPERIENCE:

Sr. Designer (Jun 2016 - Present)
DesignWajskol (NY-Amsterdam-Milan)
www.designwajskol.com

Creative Director (Oct 2015 - Jun 2016)
Crowdripple B.V. (Amsterdam, NL)
www.crowdripple.com

Freelance Designer - Art Director (Jan 2010 – Present)
Milan, New York, Amsterdam

Graphic / UI / Web Designer
(Nov 2008 - Jan 2010) Miller s.r.l. (Milan, Italy)

EDUCATION:

IED Istituto Europeo di Design (European Institute of Design)
Bachelor for Arts Multimedia - Graphic Design,
2011 - 2014 Milan, ITA

R.I.T / Vignelli Center for Design Studies
Master Designer Workshop with Massimo Vignelli,
2013 Rochester, NY

Udacity
VR Developer Nanodegree
2016 - 2017

The Guardian@OFFF
Digital information interaction Workshop
with the Guardian interactive team,
2012 Barcelona, SPA

OWNED VR SYSTEMS:

Oculus GearVR
Oculus rift
(With touch controllers
and third sensor)

SOFTWARE:

Adobe CC
Fuse CC
Flinto
Azure
Mixamo Suite
Cinema4D
Medium
Unity

LANGUAGES:

Native Italian
Fluent English
Intermediate Dutch
Basic Spanish
Basic French

SKILLS:

DESIGNER:

Typography
Interaction Design
UI Design
Art Direction
Level Design / Interior Design
Environment Design
UX Design
Icon design
Web design
Visual Design
Information Architecture
Logo Design
Copywriting
Advertising
Pre-print management
Adobe creative suite proficiency
User Personas Creation
Wireframing
Usage flowcharts
A/B Testing
Usability reports
Data collection / Interpretation
Data/Feedback driven iterations
Creation of Design Guidelines
Design Standards and Best Practices
Prototype websites, mobile and VR Apps
Communications skills (written and verbal)
Versatile problem solver
Attention to detail
Creative pitches and consultancy
Scheduling and project planning

DEVELOPER:

Unity
GoogleVR SDK
Oculus SDK
SteamVR SDK

3D ARTIST/ARCHIVIZ:

3D Modeling
3D Organic Sculpting
3D Lighting/Rendering
Digital Photography
Filmmaking
Illustration
Hand Sketching 2D/3D