

# Matteo Saracino

curriculum vitae



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**Matteo Saracino**  
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## ABOUT & LANGUAGES

**NAME** Matteo  
**SURNAME** Saracino  
**DATE OF BIRTH** August 27, 1988  
**ADDRESS** Monza, Italy

**ITALIAN** ●●●●● mother tongue  
**ENGLISH** ●●●●○  
**DUTCH** ●●○○○  
**FRENCH** ●○○○○



**INTERESTS** Mobile phones, video games, music, cinema, cooking, etc.  
**NEXT GOALS** Improve my English and French

## WORK EXPERIENCE (DESIGN)

- **APRIL 2015 - PRESENT // Monza, Italy. Full-time**  
**GRAPHIC DESIGNER** at Intré  
Main role: Graphic designer for web and mobile apps
- **OCTOBER 2014 - JANUARY 2015 // Milan, Italy. Project**  
**GRAPHIC DESIGNER** for CromEth's "Boopie the Monkey"  
Main role: Designer for an Android retro-game graphics and promotional material
- **MARCH - DECEMBER 2014 // Milan, Italy. Full-time**  
**JR USER EXPERIENCE DESIGNER** at Nextology/Appsmob  
Main role: Graphic designer for mobile games and apps, ads, DEM's, websites and more
- **APRIL - JUNE 2013 // Ascoli Piceno, Italy. Internship**  
**GRAPHIC DESIGNER** at Insieme  
Main role: Graphic project designer for various books

## WORK EXPERIENCE (OTHER)

- **NOVEMBER 2013 - JANUARY 2014 // Amsterdam, Netherlands. Part-time CLERK** at Sacha Shoes

## EDUCATION

- **2010 - 2013 // Università di Camerino, Italy**  
**MASTER'S DEGREE** in Design (**110/110**)  
» **Graduation thesis:** "System for local information access: graphic design of a mobile app"
- **2007 - 2011 // Università di Camerino, Italy**  
**BACHELOR'S DEGREE** in Industrial and Environmental Design (**103/110**)  
» **Graduation thesis:** "Social communication design for a correct information about family forms in the contemporary society"
- **2002 - 2007 // Liceo Scientifico "P. Giannone", Italy**  
**LYCEUM DIPLOMA** in Scientific studies (**75/100**)

## COMPUTER SKILLS



- » Adobe Illustrator, Photoshop, InDesign; Microsoft Word, PowerPoint; McNeel Rhinoceros **advanced/intermediate**
- » Axure; Adobe Dreamweaver, After Effects, Premiere; Sketch; Sencha Architect; Autodesk AutoCAD; PTC Creo; Automator **basic**

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(simple&compact version)

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**DATE OF BIRTH:** August 27, 1988  
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**ITALIAN:** mother tongue  
**ENGLISH:** advanced  
**DUTCH:** pre-intermediate  
**FRENCH:** basic

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## WORK EXPERIENCE

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Main role: Graphic designer for web and mobile apps
- [OCT 2014 - JAN 2015] **GRAPHIC DESIGNER** for CromEth's "Boopie the Monkey" (Milan, Italy. Project)  
Main role: Designer for an Android retro-game graphics and promotional material
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Main role: Graphic designer for mobile games and apps, ads, DEM's, websites and more
- [NOV 2013 - JAN 2014] **CLERK** at Sacha Shoes (Amsterdam, Netherlands. Part-time)
- [APR - JUN 2013] **GRAPHIC DESIGNER** at Insieme (Ascoli Piceno, Italy. Internship)  
Main role: Graphic project designer for various books

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- [2002 - 2007] **LYCEUM DIPLOMA** in Scientific studies (Liceo Scientifico "P. Giannone") - 75/100

## COMPUTER SKILLS

**OPERATING SYSTEMS:** Microsoft Windows, Apple OS X

**SOFTWARE:** » Adobe Photoshop, Illustrator, InDesign; Microsoft Word, PowerPoint; McNeel Rhinoceros (advanced/intermediate)  
» Axure; Adobe Dreamweaver, After Effects, Premiere; Sketch; Sencha Architect; Autodesk AutoCAD; PTC Creo; Automator (basic)