

# Marco Nucci

## Curriculum Vitae

### Personal Details

- Date of birth: 2 July 1980
- Nationality South African
- Languages: English, Italian, Afrikaans
- Email address: marconu1980@gmail.com
- Phone number 0837888350
- Drivers Licence: Yes, code 8

### Relevant Software

- Autodesk 3D Studio Max
- Autodesk Inventor
- Adobe Photoshop
- Adobe Indesign
- Adobe Illustrator
- Microsoft Office

### Education

- Universal Computer Arts Academy, Cape Town, 2003-2004  
Received certificates in 3D Studio Max and Maya
- City Varsity, Cape Town, 2001-2002  
Diploma in Multimedia Design
- Fairmont High School, Cape Town, 1995-1999  
Received a Matric certificate with endorsement

### Relevant Work Experience and Skills

Nucci3D - Freelancer December 2025 - Current

Creating and working for myself, offering my services to various agencies and clients. Utilizing my network and many years of experience as a 3D designer with a specialty in the retail/pos/exhibition sector, I am able to offer top tier design work to a variety of clients.

## Tridentpress/Retail Sense February 2023 - December 2025

I worked in a senior roll at Tridentpress in collaboration with Retail Sense, where I was responsible for designing conceptualising and creating stunning solutions using 3D software to realise beautiful visualizations of the solutions.

Duties included:

- Designing 3D visualisations and display units.
- Brainstorming and conceptualising ideas.
- 3D modeling, texturing and lighting.
- Liaising with various departments, such as insights, production, sales and costing, to produce stunning designs within the parameters and cost briefed from client.
- Being involved in client briefing meetings along with sales to ensure complete understanding of client briefs.
- Working closely with the head of design.
- Working in teams or on my own when required.
- Understanding the materials and the production methods available to produce the designs in the best possible way.
- Presenting visualisations in an attractive and eye-catching format.

## The Vantage Group: November 2022 - February 2023

As a senior level designer, working in a point of sale company. I designed various displays, such as floorstands, counter units, bar units and retail displays, as well as being involved in category management projects.

Duties included:

- Designing 3D visualisations and display units.
- Brainstorming and conceptualising ideas.
- 3D modeling, texturing and lighting.
- Liaising with various departments, such as production, sales and costing, to produce stunning designs within the parameters and cost briefed from client.
- Being involved in client briefing meetings along with sales to ensure complete understanding of client briefs.
- Working closely with the head of design.
- Working in teams or on my own when required.
- Understanding the materials and the production methods available to produce the designs in the best possible way.
- Presenting visualisations in an attractive and eye-catching format.

## VF! December 2021 - October 2022

I was senior product designer being responsible for designing conceptualising and creating stunning solutions using 3D software to realise beautiful visualizations of the solutions

Duties included:

- Designing 3D visualisations and display units.
- Brainstorming and conceptualising ideas.
- 3D modeling, texturing and lighting.
- Liaising with various departments, such as insights, production, sales and costing, to produce stunning designs within the parameters and cost briefed from client.
- Being involved in client briefing meetings along with sales to ensure complete understanding of client briefs.
- Working closely with the head of design.
- Working in teams or on my own when required.
- Understanding the materials and the production methods available to produce the designs in the best possible way.
- Presenting visualisations in an attractive and eye-catching format.

## Wayupfront: November 2015 - November 2021

I was a senior level designer, working in a point of sale company. I designed various displays, such as floorstands, counter units, bar units and retail displays, as well as being involved in category management projects.

Duties included:

- Designing 3D visualisations and display units.
- Brainstorming and conceptualising ideas.
- 3D modeling, texturing and lighting.
- Liaising with various departments, such as insights, production, sales and costing, to produce stunning designs within the parameters and cost briefed from client.
- Being involved in client briefing meetings along with sales to ensure complete understanding of client briefs.
- Working closely with the head of design.
- Working in teams or on my own when required.
- Understanding the materials and the production methods available to produce the designs in the best possible way.
- Presenting visualisations in an attractive and eye-catching format.

## Fabrigrafix: August 2011 - October 2015

I was the head and sole designer in a company producing a proprierty portable display system used primarily in the exhibition industry.

Duties included:

- Designing 3D visualisations and display units
- 3D drawings of parts used in the construction of display units, including desks, TV stands, shelf systems, display counters, exhibition stands, portable bar units and other various custom designs.
- Creating artwork for large format printing.
- Designing brochures to display our standard range of products.
- Liaising with sales managers, production managers and the workshop to realise a project from conceptual stage through to design and research, and final production to completion.
- Working closely with management, understanding the interpreting the design brief, asking questions, determining design purpose, developing ideas and concepts.