Marco Pittaluga

YACHT EXTERIOR DESIGN · DECK SPACES & OUTFITTING · ADVANCED 3D SURFACING

Telefono
+39 334 2751890

www.marcopittalugadesign.com

marco@marcopittalugadesign.com

Data di nascita
10 giugno 1985

Marco Pittaluga Design

Yacht exterior designer with a background in transportation and product design. Five years working alongside naval architects and engineers within a small in-house studio took me **from translating approved profiles into complex 3D geometry to leading full exterior development on a yacht concept built from my own design proposal**.
Each project sits somewhere on that same spectrum — deck architecture, surface language, bespoke furniture and outfitting — always **resolved against real structural, regulatory and shipyard constraints rather than drawn in isolation**.
An ongoing artistic practice in light, video and spatial installations runs in parallel, **sharpening how I read volume, movement and atmosphere across a hull.**

PROFESSIONAL EXPERIENCE

2021–2026, Ovada (Italy)

Designer — HYDRO TEC

Exterior design and 3D development across the studio's custom motor yacht portfolio, progressing from advanced surface modelling to independent ownership of exterior styling on selected projects.

Worked daily within a collaborative in-house team of designers, naval architects and engineers — contributing to general arrangement development as projects evolved, optimising deck space planning, and translating exterior intent into buildable geometry and shipyard deliverables.

Also produced 2D technical and outfitting drawings in BricsCad/ AutoCad — window, railing, freeing port, door, stabiliser fin and anode plans — supporting the transition from design development to construction.

SELECTED PROJECTS:
(see portfolio for the complete list and detailed contributions)

CAT 55 — HYDRO TEC

Exterior Design Lead · Concept to Full 3D Development · Deck Layout

Developed the exterior from a blank page: initial sketches, proportion and volume studies, architecture and surface language, through to the complete 3D model. Defined the exterior character and deck layouts within fixed naval architecture parameters, coordinating with colleagues on adjacent areas.

VALIANT — DUNYA YACHTS

Project Lead — Upper Deck, Sundeck & Wheelhouse · Volume Strategy · Advanced Surfacing

Redesigned everything from the upper deck upwards on an existing platform. Gained a full deck for the wheelhouse where a simple raised deck was foreseen, visually absorbing the added volume through proportion, line work and colour breaks to keep the profile lean. Automotive-inspired surfacing throughout upper deck, sundeck and wheelhouse.

EVO 31 "HANAA" — ANTONINI NAVI

Exterior Design Development · Deck Spaces · Custom Furniture

Built the complete exterior 3D model from an approved profile, then designed forward and aft cockpits, sundeck, owner's deck, bar, beach club, hardtop, mast and bespoke exterior furniture — a substantial share of the deck environments and outfitting.

CROSSOVER 42 "BIG NAAN" — COLUMBUS YACHTS

3D Modelling · Exterior Development · Visualization

Complete exterior 3D model from an approved profile, with key features including pool, hardtop, sundeck furniture, mast and lighting plan. Produced project visuals.

VELOCE RHP32 — VITTORIA YACHTS

3D Modelling · Deck Spaces · Custom Furniture

Complete exterior 3D model and several deck areas: aft cockpit and transom, custom sliding seating, upper-deck aft area, sundeck furniture, pool and hardtop.

ACCIAIO 130 "PRESENCE" — CANTIERE DELLE MARCHE

3D Modelling · Design Development

Complete exterior 3D model from an approved profile, with hardtop, forward cockpit and main mast developed in-house.

2016–2021, Berlin (Germany)

Designer — STUDIO TOMAS SARACENO

Design and development of large-scale installations and spatial projects combining digital design, physical prototyping and fabrication. Worked within multidisciplinary international teams, translating conceptual ideas into complex three-dimensional structures, objects and spatial experiences — from development and prototyping through to production and on-site installation.

PROJECTS:

Venice Biennale · Fosun Foundation Shanghai · Barangaroo Australia · Palais de Tokyo Paris · Fondazione Palazzo Strozzi

2017, Genova (Italy)

Designer — FYSH

Interior layouts, bespoke furniture design and spatial concepts, developing distinctive design solutions with a focus on contemporary styling.

2015–2016, Berlin (Germany)

Designer — HORIZN STUDIOS

Product design and technical development of premium travel products and smart-luxury accessories. Joined as a technical design assistant and progressed to leading the design development of the company's flagship cabin luggage, alongside 3D modelling, detailing, prototyping and design-to-production

2013-2015, Genova (Italy)

Designer/Co-Founder — VISIONNAIRE CONCEPTSTUDIO

Co-founded a multidisciplinary design studio working across branding, communication, interiors and product design. Developed concept-driven projects from early strategic and creative direction through visual identity, spatial design and product development.

2012, Viareggio (Italy)

Designer — FIPA LUXURY YACHT

First professional experience in yacht design: complete three-dimensional models from GAP and exterior renderings for design development and presentation.

Autorizzo il trattamento dei miei dati personali presenti nel cv ai sensi del Decreto Legislativo 30 giugno 2003, n. 196 e dell'art. 13 del GDPR (Regolamento UE 2016/679).

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A practice built on hand sketching, proportion studies and surface language, carried through to complex 3D development, custom furniture and hardware — **the full exterior spectrum of a motor yacht, from first line to finished deck**.

The workflow is Rhino-based, pairing sketching and visualization with AI-assisted exploration to **move fast between an idea and a form that shipyards can actually build** — every surface answers to structural, regulatory and construction reality as much as to proportion and light. That same process extends beyond the screen: **a surface only earns its shape once it survives contact with a physical model**, so 3D printing, CNC machining and scanning stay part of the loop from early study to final check.

KEY SKILLS

EXTERIOR STYLING & CONCEPT

Hand sketching · Proportion and volume studies · Surface language · Design development

EXTERIOR SPACES & LAYOUT

Deck architecture · Space planning and ergonomics · Contribution to GA development and refinement · Beach clubs, sundecks, cockpits, dining and lounging areas

ADVANCED 3D DESIGN

Complex surface modelling · Solid modelling · Detailed exterior development

OUTFITTING & FURNITURE

Bespoke exterior furniture · Hardtops, masts, railings and deck hardware · Technical integration and shipyard deliverables (glazing, doors, technical plans, ecc)

VISUALIZATION

Photorealistic rendering · Real-time visualization and interactive walkthroughs · Client presentations

EVOLVING DESIGN TOOLS

Rapid concept exploration and visual research integrating AI-assisted workflows into a traditional sketching and 3D pipeline

SOFTWARE & TOOLS

3D / CAD

Rhinoceros 3D · Grasshopper · BricsCad/AutoCad · Autodesk Alias · ThinkDesign

VISUALIZATION

V-Ray · KeyShot · Unreal Engine · Twinmotion · Photoshop

AI-ASSISTED DESIGN

ChatGPT · Claude · Midjourney · Gemini · Tripo

PROTOTYPING & FABRICATION

3D Printing · 3D Scanning · CNC · Laser Cutting

EDUCATION

2010, Torino (Italy)

IED — ISTITUTO EUROPEO DI DESIGN
Transportation Design - BYT (Bike Yacht & Train]
Foundation year in car design;
specialisation across marine and rail.

LANGUAGES

Italian — Native
English — Fluent; daily working language for five years within an English-led design team, and throughout six years living and working in Berlin

SELECTED CREATIVE PRACTICE

INDEPENDENT ARTIST —
TIMELESS CONTEMPORARY ART FESTIVAL 2025/2026
SPATIAL · LIGHT · VIDEO INSTALLATIONS

Site-specific installations exploring architecture, perception, movement and moving image — involving spatial studies, projection and lighting design, technical development, prototyping and on-site installation.

ADDITIONAL

Strong hands-on approach to design development and prototyping, including CNC machining, additive manufacturing, 3D scanning and physical model making. Personal interests span transportation design, contemporary art, fabrication and experimental visualization.
Available for full-time, on-site work.

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