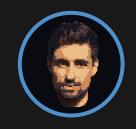# Francisco Múrias

Procedural Technical Artist

Passionate about all things procedural, I deeply enjoy creating tools that support the teams I work with, making sure we can all spend as much time as possible being creative. I'm creating games, tools, and interactive art. I like making things that get people to imagine, explore, create and immerse themselves in wonderful fictional worlds.

✉ francis.mmcp@gmail.com   🌐 franciscomurias.github.io   📍 Porto, Portugal

EDUCATION

Masters in 3D Games Art (Honours)
Teesside University

2019 - 2020   *Tees Valley, England*

Highest Grade Award

Dissertation: "Development of a machine learning based interactive virtual terrain authoring pipeline for video games and 3D Media"

Topics: 3D Content creation, Procedural Art, Technical Pipelines, Material Creation, Optimization, Machine Learning

BSc in Computer Science
University of Porto

2013 - 2018   *Porto, Portugal*

Topics: Data structures and algorithms; Discrete mathematics, programming languages and paradigms (C, C++, Java, Python, Haskell), operating systems, artificial intelligence, 3D Graphics, Games Programming

WORK EXPERIENCE

Technical Artist
Blackbird Interactive Inc

Mar 2021 - Present   *Vancouver, Canada*

Doing technical art wizardry at Blackbird Interactive!
Currently working on the upcoming Homeworld 3.

Software Development Internship
Fyde Inc

Oct 2017 - Feb 2018   *Porto, Portugal*

Responsible for creating, implementing and testing a robust animation solution for the tutorial screens of a mobile security app for iOS developed with react Native, coordinating with the in-house designer and other developers.

Co-Founder and Team Leader
Porto Graphics

Sep 2013 - Aug 2018   *Porto, Portugal*

Co-founded Porto Graphics, a group focused on promoting computer graphics knowledge sharing. Managed a team of multi disciplinary people, and organized several events, workshops and Game Jams with hundreds of participants.

3D Modeling Instructor
University of Porto

Jun 2017 - Aug 2017   *Porto, Portugal*

Instructor in 3D Modeling with Blender, for kids aged 16-18 for the summer week courses in Junior University of Univeristy of Porto.

UI/UX Designer and 2D Artist
Fun Punch Games

Feb 2016 - Jun 2016   *Lisbon, Portugal*

User Interface & 2D designer for a mobile game based on android. Responsible for developing UI and menu interfaces, restructuring and rebalancing UX and various 2D asset creation.

SKILLS

- High & Low Poly Modeling
- Procedural Content Creation
- Generative Modeling
- Materials & Shaders
- Lighting & Post Processing
- Level Design
- Environment Art
- Decal & Trimsheet Creation
- Realtime Performance Optimization
- Tools Development
- Machine Learning
- Web Design & Development
- HUD Design
- UI/UX
- Pixel Art
- Team Management

TOOLS

Software

- Unreal Engine
- Blender
- Unity
- Houdini
- 3Ds Max
- Quixel Suite
- ZBrush
- Substance Suite
- After Effects
- Photoshop
- Gaea
- Marmoset Toolbag

Languages and Frameworks

- Python
- Javascript
- Tensorflow
- C/C++
- ReactNative
- Love2D

LANGUAGES

English
Native or Bilingual Proficiency

Portuguese
Native or Bilingual Proficiency

Spanish
Professional Working Proficiency

French
Elementary Proficiency