# FRANCISCO VASCONCELOS

**Research assistant | Game Developer @eGameslab**

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## EXPERIENCE

### 1 Month - Summer Internship

**University of Madeira**

📅 July 2021 – August 2021      📍 Funchal, Portugal

- Implement an inventory platform, SnipeIT, in a virtual container for a better organization of the networking equipment available in the networking labs room used in the classes at University of Madeira. Remodeling and organizing the physical laboratory space for better organization in SnipeIT.

### 3 Month Research Internship

**University of Madeira/Madeira Food Bank**

📅 July 2022 – November 2022      📍 Funchal, Portugal

- Development and research of my master dissertation, researched into various works from the academic literature related to what food waste, game development, serious games; researched more practical and techniques used to reduce food waste; Built a small Figma prototype to be tested with a small sample of our target age group (8-12 years old); This work was developed in partnership with Banco Alimentar da Madeira.

### Research Scholarship

**University of Madeira/Madeira Food Bank**

📅 May 2023 – Present      📍 Funchal, Portugal

- Finishing my MSc Dissertation, published 2 papers. My dissertation project was the development of the mobile game "Masters Against Food Waste" available in the Google Playstore. This involved developing the game inside Unreal Engine 5, testing with the target age group [1], [2], many refinements and changes were done during a 1 year development period.
- Development of Satama Trailer, brought to **GDC2024 in the Portuguese games both from eGamesLab**.
- Conceptualization, research, design development of various prototypes for codename: Txiky, collaborating closely with an artist to bring the narrative and art ideas to life (Check FoxesP1 in github).
- Development of Eidolon a prototype narrative game about the 5 stages of grief; **Accepted at CHI25 Student's game competition** (Using UE5, Metahumans and Rokoko suit; For more info project RememberMe55 in github)

## PROJECTS

### Masters Against Food Waste

**eGamesLab**

📅 February 2023 - April 2024

- First time using Unreal Engine, learning everything from scratch, building various prototypes, iterating, testing; (everything kept under version control (see Food-WasteGame in Github))
- Upon completing all the academic goals set by my supervisor, I decided to finish polish and optimize the experience to release it in the Google Play Store;
- Had the chance to have collaborate with 2 amazing artists who helped me with UI, usability and 3D models;

### Code name: Txiky

**eGamesLab**

📅 June 2024 - Present

- Tasked with building a game from a fox template project by the project coordinator;
- Responsible for leading this project, building mechanics, visual, cinematic set pieces inside the engine;
- Collaborate with an artist to bring narrative and visual ideas to life in Unreal;

| Hard-working | Curious & Motivated |
| Eye for detail |

| Unreal Engine Blueprints | Unreal Engine |
| Unity | C++ | Github | Rokoko |

## LANGUAGES

**Portuguese** ⬤⬤⬤⬤⬤

**English** ⬤⬤⬤⬤◯

**Spanish** ⬤⬤◯◯◯

## EDUCATION

M.Sc. in Computer Science

# PUBLICATIONS

## 👥 Conference Proceedings

- S. C. Olim, **F. Vasconcelos**, M. Dionisio, and P. Campos, ""masters against food waste" providing children with strategies to avoid food waste," in *Serious Games*, J. L. Plass and X. Ochoa, Eds., Cham: Springer Nature Switzerland, 2025, pp. 155–174, ISBN: 978-3-031-74138-8.

- **F. Vasconcelos**, M. Dionísio, S. Câmara Olim, and P. Campos, "Game on! a gamified approach to household food waste reduction," in *Entertainment Computing – ICEC 2023*, P. Ciancarini, A. Di Iorio, H. Hlavacs, and F. Poggi, Eds., Singapore: Springer Nature Singapore, 2023, pp. 139–149, ISBN: 978-981-99-8248-6.

**University of Madeira**

🗓 Sept 2021 – November 2023

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## B.Sc. in Engineering Informatics
**University of Madeira**

🗓 Sept 2018 – Sept 2021

# REFEREES

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