

FRANCISCO VASCONCELOS

Research assistant | Game Developer @eGameslab

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Francisc546



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 related work (Food waste, Serious games); Built and tested small Figma prototype with a small sample from the target age group (8-12 years old);

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 Teaser Trailer, brought to **GDC2024 in the Portuguese games both from eGamesLab**.
- Conceptualization, research, design, and development of various prototypes for codename: Txiky, collaborating closely with an artist to bring the narrative and art ideas to life.
- Development of Eidolon a prototype narrative game about the 5 stages of grief (Using UE5, Metahumans and Rokoko suit); **Accepted at CHI25 Student's game competition**

EDUCATION

M.Sc. in Computer Science

University of Madeira

Sept 2021 – November 2023

B.Sc. in Engineering Informatics

University of Madeira

Sept 2018 – Sept 2021

PROJECTS

Masters Against Food Waste

eGamesLab

February 2023 - April 2024

- First time using Unreal Engine, learning everything from scratch, building various prototypes, iterating, testing, optimisations and even publishing; (everything kept under version control (see Food-WasteGame in Github))
- Artifact produced as part of my MSc thesis, which was finalized and made public through Google Play Store
- Collaboration with 2 distinct designers to change/improve/add UI, usability and 3D models;

Code name: Txiky

eGamesLab

June 2024 - Present

- Responsible for leading this project, building mechanics, visual, cinematic set pieces inside the engine;
- Understand and change many of the already implemented systems for the fox character (animations, locomotion and actions);
- 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

C++

Github

Rokoko

LANGUAGES

Portuguese



English



Spanish



REFEREES

Prof. Pedro Campos

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.

Thesis

- F. J. M. Vasconcelos and M. S. G. Dionísio, *Development of “Masters contra o Desperdício”, a game for awareness on food waste*. Funchal: [s.n.], 2023. [Online]. Available: <http://hdl.handle.net/10400.13/5475>.

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