

# 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.



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📍 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

### 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 inhouse 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.

### Web Designer and Developer

Freelance

Apr 2015 - Jan 2018

Porto, Portugal

Designed and developed several website and backend systems, for companies, groups or other web experiments.

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

## TOOLS

### Software

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