



FRANCISCO MÚRIAS MIRA CABRAL PINTO

COMPUTER SCIENCE STUDENT

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ABOUT

I'm a 24 year old Computer science graduate from the University of Porto. I have a previous background on art and design, and a lifelong passion for Games, Computer graphics, and the merging of the fields of art with programming. Consequently, my interests focus on game development, and human-computer interaction, UI and UX. I'm experienced with interface and web design, 3D modeling and rendering, and have been developing my own games ever since I learned how.

I enjoy expanding my knowledge in different areas and interacting closely with people from different backgrounds. I practice cycling and play piano to relax. I'm a huge fan of science fiction movies and I'm always looking to meet new people, travel and learn new skills.

EDUCATION

ARTS AND GRAPHICS INDUSTRIES HIGH SCHOOL
Colégio Internato dos Carvalhos, Portugal · 2009 - 2012

COMPUTER GRAPHICS AND MULTIMEDIA ENGINEERING TECHNICAL COURSE
Escola Superior de Tecnologia e Gestão - IPVC, Viana do Castelo · 2013

COMPUTER SCIENCE BACHELOR IN SCIENCE
FCUP – University of Porto, Porto, Portugal · 2013 – 2018

3D GAMES ART MASTERS IN ART
Teesside University, Middlesbrough, UK · 2019 – 2021

EXPERIENCE

PORTO GRAPHICS  FOUNDED MEMBER AND CURRENT TEAM LEAD

Initial founder of the Computer graphics student group “Porto Graphics”, based at the Department of Computer Science at FCUP, which focuses on advancing and promoting the learning of computer graphics and its disciplines, through public events and activities, such as competitions, workshops, roundtables and talks.

Responsible for most of the design and visual presentation of the group, having developed its website and logo identity, and given various workshops (Photoshop, Blender, User interfaces) and activities. Last year I took up the leadership of the group and helped organize the ‘Game Jam no Museu’, in partnership with UPTEC and MNSR.

September · 2013 - Present

FUN PUNCH - TAP FLEET GAME  UI/UX DESIGNER / 2D ARTIST AND ANIMATOR

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

February 2016 - June 2016

INSTALATION 01  UI/UX DESIGNER / 2D ARTIST

User Interface & 2D designer and Animator for a community developed non-profit shooter videogame for the PC called Installation 01, inspired by Microsoft's HALO franchise. Mostly responsible for the 2D in game elements such as the character HUD, Navigational Menus, and various 2D asset creation.

Porto · July 2016 - December 2016

UNIVERSIDADE JÚNIOR  INSTRUCTOR IN 3D MODELING

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

Porto · June 2017

FYDE, Inc  SOFTWARE DEVELOPER (INTERNSHIP)

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.

Porto · October 2017 - February 2018

Introduction to Videogame Creation with XNA 3.0 SUMMER WORKSHOP COURSE

Summer course on video-game creation using Microsoft's XNA, focusing on the, then emerging, Xbox Live Arcade platform as well as MS Windows.

Universidade Católica do Porto, Portugal · July 2009

3D Modeling and Animation with 3D Studio Max 2010 SUMMER WORKSHOP COURSE

Summer course on 3D modeling and animating with Autodesk's 3D Studio Max.

Universidade Católica do Porto, Portugal · June 2011

The Unreal Engine Developer Course ONLINE COURSE

Online course on Unreal game Engine from the Udemy learning platform.

Instructors Ben Tristem and Sam Pattuzzi.

February 2017 - Present

SKILLS

Art and Design

UI, UX, Responsive web design, mobile first approaches. Digital art, 2D art, pixel art and animation. 3D Modeling with blender and 3Ds Max. Video editing with after effects, Photoshop proficiency. Vector art experience. Knowledge of graphic design.

Programming

Experienced with C, C++, and Java, as well as some experience with JavaScript, C# and Lua.

Knowledge of web development, specifically adapting constructed designs to webpages. Proficient with developing mobile applications for iOS and Android using React Native and implementing complex animations and layouts.

Game Development

Unity and Unreal Engine Game development experience, both for PC and mobile environments.

Pixel art games made in PICO8 and Love2D, exploring simple mechanics and charming art styles.

Experience with User Interface Design within game engines.

3D modeling focusing on Environment Art and level design, emphasis on hard surface modeling.

Other Skills

Good interpersonal relations and team skills, good adaptability to different types of teams. Highly motivated and independent problem solver. Good communication skills, and experience in dealing with different types of backgrounds (art, programming, business, etc.) and adapting debate to desired situation.

AWARDS

Student Excellence Award

Colégio Internato dos Carvalhos, Portugal · 2009 – 2012

Highest Entry Grade Award

IPVC, Viana do Castelo, Portugal · 2013

2nd Place Winner – Porto Graphics Game Jam 2015

FCUP, Porto, Portugal · 2015

Honorable Mention – Porto Graphics Game Jam 2016

FCUP, Porto, Portugal · 2016

1st Place Winner – Retro Jam 2017

FEUP, Porto, Portugal · 2017

LANGUAGES Portuguese

Native

Other Languages

	Listening	Reading	Writing	Speaking	Overall score
English *	C2	C2	C1	C1	C1
Spanish	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

Based on the [Common European Framework of Reference for Languages](#)

* Score 8.0 / 9.0 in IELTS English Test (17/05/2018)

OTHER Drivers License

Class B