FRANCISCO MÚRIAS MIRA CABRAL PINTO
COMPUTER SCIENCE STUDENT

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ABOUT

I'm a 23 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

EXPERIENCE

PORTO GRAPHICS ☑ FOUNDING 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 AND ANIMATOR
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

COURSES and CONFERENCES

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

Adobe Flash with ActionScript 3 SUMMER WORKSHOP COURSE
Summer course on using Adobe flash for multimedia, and focusing on ActionScript 3 Language.
Universidade Católica do Porto, Portugal · June 2010

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

Web SUMMIT Lisbon 2016 WEB AND TECHNOLOGY CONFERENCE
Web and technology conference about the present and future of the world of technology, with more than 600 speakers, including John Chambers of Cisco, Facebook CTO Mike Schrieffer, Twitter founder Jack Dorsey and Tesla's Elon Musk.
Lisbon, Portugal · November 2016

Complete C# Unity Developer ONLINE COURSE
Online course on Unity game Engine from the Udemy learning platform.
Instructors Ben Tristem and Sam Pattuzzi.
September 2016 - Present

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 and Level design, focus on hard surface modeling. 2D game asset creation.

Soft 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 done in 17/05/2018

OTHER

Drivers License

Class B