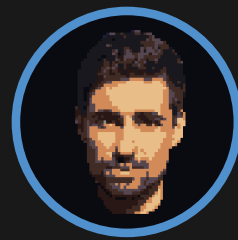


# Francisco Múrias

## Lead Senior Technical Artist | Unreal Engine Specialist

I'm passionate about creative technologies and enjoy building procedural tools, shaders, and generative art. I've worked on AAA games and small indie projects, and I thrive on creating experiences that inspire people to imagine, explore, and immerse themselves in interactive worlds. Whether collaborating with teams or working solo, I bring innovative ideas to life across games and beyond.



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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

### Lead & Senior Technical Artist IO Interactive

Jan 2025 - Present

Copenhagen, Denmark

Leading the Technical Art and VFX Team at Project Fantasy

### Technical Artist Blackbird Interactive

Mar 2021 - Oct 2024

Vancouver, Canada

Homeworld 3 - Developed and implemented several core features and systems while coordinating with different departments. Responsibilities included: content creation pipelines, shader development, post processing, real-time optimization and profiling, procedural content generation, destruction systems, VFX support, custom volumetric rendering and custom tool development.

### Technical Art Instructor - Unreal Shaders Langara Centre for Entertainment Arts

Set 2021 - Dec 2021

Vancouver, Canada

Designed and taught a module on Unreal Shaders to postgraduate students in the Centre for Entertainment Arts in Vancouver.

### 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 in-house 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.

### 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 2D assets.

## SKILLS

- |                             |                                    |
|-----------------------------|------------------------------------|
| High & Low Poly Modeling    | Real-time Performance Optimization |
| Procedural Content Creation | Tools Development                  |
| Generative Modeling         | Machine Learning                   |
| Materials & Shaders         | Web Design & Development           |
| Post Processing             | VR/AR Development                  |
| Scene Lighting              | Level Design                       |
| Fluid Simulations           | Environment Production             |
| Pixel Art                   | Team Management                    |

## TOOLS

### Software

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

### Languages and Frameworks

- |             |            |
|-------------|------------|
| Python      | Javascript |
| Tensorflow  | C/C++      |
| ReactNative | HLSL/GLSL  |

## LANGUAGES

English  
Native or Bilingual Proficiency

Portuguese  
Native or Bilingual Proficiency

Spanish  
Professional Working Proficiency

French  
Elementary Proficiency