

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

Technical Artist

Blackbird Interactive Inc

Mar 2021 - Present

Vancouver, Canada

Doing technical art wizardry at Blackbird Interactive!
Currently working on the upcoming Homeworld 3.

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.

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 | Marmoset 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