



Francisco Teigas Ferra Inácio



ACM SIGGRAPH



PLANET COASTER

I'm a technical leader and entrepreneur with a PhD in computer science, specialized in rendering, who has led projects to launch in both the games and the web3 industries. I have 12+ years of experience programming games and game engines in C++, including commercial work with Unreal Engine, 2 years of experience developing smart contracts for Cosmos, and 4+ years of technical leadership.

#### Contact & Personal Details

<b>Location:</b>	Vancouver, BC, Canada (willing to relocate and work remotely)	<b>Phone Number:</b>	+12363347740
<b>E-mail:</b>	francisco@drcisco.com	<b>Website:</b>	www.drcisco.com (portfolio)
<b>Credited:</b>	Elite Dangerous, Planet Coaster, Jurassic World Evolution, Squad		
<b>Driving License:</b>	Full (clean)		

#### Work Experience

Date	Occupation	Employer
11/2021 – now	CTO & Co-Founder: Neptune Finance, Smart Contracts in Rust	Cryptech, Canada
11/2018 – 11/2021	<u>Senior/Lead Engineer</u> : UE4, networked ragdolls, core tech project owner, led Squad through release and after.	Offworld Industries, Canada
12/2017 – 11/2018	<u>Software Engineer</u> : Rendering and skeleton animation. Interim CTO.	Ososim, UK
11/2015 – 12/2017	<u>Engine/Render Programmer</u> : DX12, XB1, PS4, engine and rendering.	Frontier Developments, UK
09/2012 – 05/2015	<u>Lab Demonstrator</u> : Instructing BSc/MSc students in C++ and graphics.	University of Hull, UK

#### Education & Training

Date	Title	Institution	Results
2012-2017	PhD in Interactive Computer Graphics	University of Hull, UK	Finished
• “Reducing Geometry-Processing Overhead for Novel Viewpoint Creation” SIGGRAPH 2015			
2011-2012	MSc in Games Programming	University of Hull, UK	Distinction
2008-2011	BSc in Computer Science	NOVA University of Lisbon, Portugal	16 of 20

#### Skills & Competences

<b>Languages</b>	• English (fluent)	• Portuguese (fluent)	• Spanish (fluent)	• French (basic)
<b>Platforms</b>	• Windows	• Xbox One	• PS4 & Cell (PS3)	• Linux & OSX
<b>Fields</b>	• Computer Graphics	• Physics	• Networking	• Unreal Engine 4
	• Cross-Platform	• Software Engineering	• Algorithm Analysis	• Compilers
	• Artificial Intelligence	• Multi-threading	• Smart Contracts	• Research & Dev
<b>Proficiency</b>	C++, C#, C, Java, Rust, GLSL, HLSL, Cg, Typescript, Python, Jam, Prolog, HTML5, CSS3 OpenGL, DX11, DX12, CosmWasm			
<b>Workflow</b>	<ul style="list-style-type: none"> <li>• Excellent <b>task organisation</b> and <b>planning skills</b>, through sprint planning, planning poker, creation of roadmaps, retrospectives and use of task management systems like JIRA, Notion, Linear, and Trello</li> <li>• Proven ability to <b>meet deadlines</b> and work under <b>pressure</b></li> <li>• <b>Version control</b> experience in <b>large shared code bases</b> (SVN, P4, Git) and <b>build systems</b> (TeamCity)</li> </ul>			
<b>Technical</b>	<ul style="list-style-type: none"> <li>• <b>Blockchain</b> and <b>smart contract</b> development experience</li> <li>• <b>Cross-platform</b> game engine programming experience (<b>PS3, XB1, PS4, OSX and PC</b>) and <b>UE4</b></li> <li>• Affinity and interest for <b>solving problems</b> and for abstract and top level thinking</li> <li>• Experience with <b>resource compilation</b> in various formats for models, rigging and animation.</li> </ul>			
<b>Soft Skills</b>	<ul style="list-style-type: none"> <li>• <b>Entrepreneurship</b> and <b>startup founding</b> experience including <b>fundraising</b> and <b>investor relations</b></li> <li>• <b>Peer-recognized leadership</b> and <b>motivational skills</b></li> <li>• Great <b>communication</b> skills, including teaching and public presentations (<b>SIGGRAPH 2015 Poster</b>)</li> </ul>			

#### Achievements

Date	Description
2012	<b>Awarded a PhD scholarship</b> at University of Hull
2011	<b>Best final year undergraduate project</b> by Opensoft and <b>offered a merit scholarship</b>