Francisco Torres

Programmer

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Linkedin

Portfolio

Personal Profile

I am a Game Developer with experience in mobile, web and desktop games. I have deep experience with the Unity game engine and its tools. This past year I have been involved in the creation of Arkadiums's newest 3D mobile game, Journey Match, from the concept stage to the public beta, contributing with architecture design decisions, code, and coordinating efforts with external consulting teams.

Additionally, I have previously developed educational VR apps for the Oculus Quest, aimed at improving risk perception in dangerous work environments. I brought my colleagues up to speed with the latest developments in the field and guided them on best practices about working with 3D assets for real-time applications.

While currently working at Arkadium Portugal as a Game Programmer, I am looking for other opportunities where I would ideally have the chance to work remotely, and as part of a team where I can have a positive impact.

Education

Kingston University / Games Technology BSc (Hons) Upper Second Class (17)
SEPTEMBER 2014 - JUNE 2018, London

Software & Code

C#
.NET
HTML
CSS
Git
Azure DevOps

Unity 3D
- iOS and Android games
- VR apps
- Oculus Quest 2
- WebGL Browser Games
- Android AR apps
- Shadergraph in URP
- Zenject

Experience

Arkadium (Remote) / Software Engineer
June 2022 - Present
[Unity | C# | Shaders | URP | Mobile | Level creation tools]

Worked on our flagship 3D mobile game Journey Match from ideation to public beta, providing insights into code architecture and programming patterns, developing gameplay loops, custom shaders and bespoke level editing tools, while collaborating remotely with other developers in different time zones.

Maintained documentation and change-logs for each release of the game. Coordinated with consulting companies to bring their expertise to key aspects of our product. Performed code reviews within our Azure DevOps environment.

Axians Digital Consulting (Remote) / Immersive Technologies Expert
June 2021 - June 2022
[Unity | VR | C# | Web APIs | Consulting on Immersive Tech]
As an Immersive Technologies Expert, I advised on international projects in Brazil and Germany regarding the best use cases of VR technologies and how to meet the clients' needs. I led the development of a Unity-based VR app meant to increase risk awareness in workers operating in dangerous environments, with a focus on ease-of-use and performance, while also training my team on 3D work-flows and optimizations for real-time applications.

Digital Influx (London) / Lead Game Developer
October 2020 – January 2021
[Unity | C# | GitHub | AWS]
Coordinated a team of Unity developers, as well as 3D artists and animators, to build reliable, responsive and performant browser-based 3D games for an EdTech platform that gets kids future-ready by educating them in UX design.

1825 Architecture Visualization Studio (Lisbon) / Unity & VR Dev.
February 2019 – October 2020
[Unity | C# | Python | Android | AR | VR | APIs: Instagram, Twitter]
Cubist: Developed and published an Android AR app that placed cubes in a 3D voxel grid in AR. These cubes got color from the camera so that the user could build voxelized models of what they were seeing. (Unity)
Aemula Naturae: Automated the parsing, editing, commenting and uploading of screenshots generated by the museum exhibit from a Dropbox folder to Instagram using Python.
Panorama Viewer: 360 Panorama Visualization VR app for Oculus GO (Unity). It used the Dropbox API to allow the client to get updates on their commissioned 3D renders.

IADE University (Lisbon) / Unity Developer
December 2018 – January 2019
[Unity 3D | C# .NET]
Research project about people's emotional response to robots, where I brought a two-year-old Unity project up to date and re-did the lighting and animations, and optimized the 3D models.

Languages

Portuguese – Native Speaker
English – Fluent *(Council of Europe Level C2)*

Hobbies

In my spare time, I enjoy building static websites with pure HTML, CSS and the Hugo framework. I also have a great interest in computer graphics and shader programming, occasionally publishing experiments on ShaderToy.