

# Francisco Torres

## Programmer

### Personal Profile

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I am a Unity developer with a focus on VR & AR. This past year I was assigned the development of a VR app 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, and got positive feedback on the implementation of hand-tracking and overall look of the application running untethered on the headset. Additionally, I have experience with .NET Web APIs and MVC architectures, having contributed to the in-house LMS system.

While currently working at Axians Portugal as an Immersive Technologies Expert, 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

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

### Software & Code

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**C#**  
**.NET**  
**REST APIs**  
**MVC**  
**HTML**  
**CSS**

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**MS SQL Server**  
**MS Visual Studio & VS Code**  
**Adobe Photoshop**  
**Unity 3D**

- VR apps
- Oculus Quest 2
- WebGL Browser Games
- Android AR apps

### Experience

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**Axians Digital Consulting (Lisbon)** / Immersive Technologies Expert  
**June 2021 - Present**

[\[Unity 3D | VR | C# .NET | Web APIs | Consulting on Immersive Tech\]](#)

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 3D | C#.NET | 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 3D | C#.NET | Python | Android | Android Studio | Java | AR | VR | APIs: Instagram, Twitter, Dropbox]

**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 all the lighting and animations. I also optimized the 3D models to run better in engine. I used Unity's Cinemachine to compose the camera shots.

## Languages

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**Portuguese** – Native Speaker

**English** – Fluent (*Council of Europe Level C2*)

## Hobbies

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In my spare time, I enjoy building personal, static websites with pure HTML and CSS, and developing video-games.