Francisco Teigas Ferra Inácio

I am a video game developer, computer graphics researcher (PhD) and engine/render programmer with a passion for computer games. I am a problem-solver and I excel at both technical and artistic skills, ranging over multiple disciplines such as programming, logic, calculus, physics, algebra, trigonometry, geometry, drawing, writing and music. This enables me to be flexible and bridge the gap between engineering and art found in game studios. I'm a natural leader with great organisational, prioritisation and planning skills, and the ability to remain calm under stress and motivate others.

Contact & Personal Details

Location:	Cambridge, England, UK (willing to relocate and support moving costs)	**Phone Number:**	+447527159456
		Website:	www.iamcis.co.uk (portfolio)
E-mail:	cisco.tfi@gmail.com	**Driving License:**	Full (clean)
Credited:	Elite Dangerous, Planet Coaster, Jurassic World Evolution, Squad		

Work Experience

Date	Occupation	Employer
Nov 2018 – Present	<u>Programmer</u>: UE4 C++ programming, rendering, networked ragdolls, mentoring.	Offworld Industries
Oct 2017 – Nov 2018	<u>Software Engineer</u>: Acting CTO, management and interviewing. Computer graphics and engine expert. 3D rendering and skeleton animation system.	Ososim
Nov 2015 – Oct 2017	<u>Engine/Render Programmer</u>: DX12, XB1, PS4 development. Research and roadmap planning. Resource compilation. Responsibility and autonomy.	Frontier Developments
Sep 2012 – May 2015	<u>Lab Demonstrator</u>: Guiding BSc and MSc students through tutorials and teaching them C++ and Graphics programming	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 poster publication			
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

Languages	• English (fluent)	• Portuguese (fluent)	• Spanish (fluent)	• French (basic)
Platforms	• Windows & XB1	• Cell (PS3)	• PS4	• Linux
Fields	• Computer Graphics	• Physics	• Networking	• Databases
	• Cross-Platform	• Software Engineering	• Algorithm Analysis	• Compilers
	• Artificial Intelligence	• Concurrency	• Low Level	• Research & Dev

Proficiency	• C++	• C	• Java	• C#	• OpenGL	• DX11	• DX12	• GLSL	
	• HLSL	• Cg	• Jam	• Prolog	• Python	• MySQL	• HTML5	• CSS3	

Organisational	• **Task organisation and planning** with agile strategies, use of diagrams and prioritization systems
	• Proven ability to **meet deadlines** and work under **pressure**
	• Experience using SVN/Git/Perforce for **large shared code bases** and TeamCity for testing
Technical	• Object-Oriented Language **compiler programming** experience (using CIL)
	• **Cross-platform** game engine programming experience (**PS3, XB1, PS4, OSX and PC**)
	• **Problem solving, critical thinking** and clear view of the big picture
	• Special interest in **algorithms**, **logic**, **physics**, **trigonometry**, **geometry**, **algebra** and **calculus**
	• Experience with **resource compilation** and various formats for models, rigging and animation.
Social	• **Team leadership** and **motivation**
	• Good **communication** skills, including teaching and public presentations (**SIGGRAPH 2015 Poster**)

Achievements

Date	Description
2012	**Won a PhD scholarship** at University of Hull
2011	Awarded the **best final year undergraduate project** by Opensoft (software company) and **offered a merit scholarship**, declined to pursue a computer graphics career internationall