# FRANCISCO SIMÕES

## About

I am a dedicated and collaborative programmer with a passion for game development that studied the entire game developement pipeline, from the early stages of game design and concept art all the way to technical implementations. Beyond my role as a programmer, I have blended my technical skills with a commitment to education, working as both a teacher and tutor, something that helped cultivate a strong foundation in organization, leadership and people management.

## Work Experiences

**Current**

### Lead Programmer
Flow Productions

- Prototyping and reiterating mechanics for 2 unannounced games;
- Responsible for the production timeline of the project;
- Responsible for updating directors through regular pitches;
- Responsible for implementing all major mechanics, tools and systems;

**06/2024**
- Tasked with managing interns, ensuring they follow the production pipeline.

**Current**

### Main Programmer
Curious Fish

- Working for an unnanounced title for PC and Console;
- Responsible for implementing all major mechanics and systems;
- Implementation and maintenance of custom tools in engine;
- Responsible for the version control of the project;
- Prototyping innovative game design ideas and reiterating them;

**06/2023**
- Continuous close collaboration with artists, designers and producers.

**06/2024**

### Course Coordinator & Teacher
ETIC Algarve

- Management of a 2 year game development course;
- Responsible for interviewing and recruiting teachers for the course;
- Analysing feedback and improving the course;
- Teaching Unity, Programming, Prototyping, Portfolio, and more;

**11/2021**
- Management of international student collaborations.

**06/2023**

### Freelance Programmer
NDA

**02/2023**
- Integration of a log-in & database system in a mobile game using Google Firebase.

**10/2022**

### Freelance Programmer
Black Voyage Studio

**07/2022**
- Responsible for the procedural generation of a hex-tile map.

**01/2022**

### Freelance Online Programmer
Adamastor Studio

- Synchronization of a procedurally generated dungeon;

**11/2021**
- Refactored and implemented online functionality using the Photon Framework.

*References are available upon request.

## Contacts

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- franciscosimoes.info@gmail.com
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- Portugal, Lisbon

## SKILLS

- Object-Oriented Programming;
- Unity & Unreal Engine;
- Game engine & optimization;
- C++, C#, Python;
- Version control systems (Git);
- Strong organization & leadership;
- Mentoring and training;
- Adobe (Photoshop, Illustrator, Premiere & AfterEffects);
- Strong understanding of the game development pipeline.

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## Education

**12/2023** — **09/2023**
### Tokyo Japanese Course
EF Tokyo

- Acquired fundamental language skills;
- Experienced culture whilst simultaneously working.

**02/2022** — **11/2021**
### Virtual Reality & Augmented Reality Course
AICEP - Agência para o Investimento e Comércio Externo de Portugal

- Understanding of VR/AR (XR) development;
- General hardware understanding;
- XR technology & industry insight.

**06/2023** — **02/2023**
### Technical Game Developement Course
ETIC_Algarve - Escola de Tecnologias Inovação e Criação

- Ability to code C# using industry-standard practices;
- Proficiency with Unity and it's components (Animator, Navmesh, etc...);
- Insight into the entire game development pipeline;
- Team management and communication.

## Other Learnings (Online Courses & Masterclasses)

- Unreal Engine 5 C++ - Game Developer;
- C++ For Game Development;
- The Git & Github Bootcamp;
- Algorithms & Programming Logic 2021 - C , C++ , C#;
- Unity VFX Graph - Magic Effects - Intermediate Level;
- Unity VFX Graph - Beginner To Intermediate;
- Visual Effects for Games in Unity - Beginner To Intermediate;
- Visual Effects for Games in Unity - Stylized Explosion.

## Other Activities

- Regularly attended game jams (GGJ, GMTK, etc...);
- Speaker for Erasmus projects;
- Taught masterclasses on VR/AR;
- Moderated an industry related debate;
- Mentoring and tutoring.

## Languages

**Portuguese**
Native or Bilingual Proficiency

**English**
Native or Bilingual Proficiency

**Spanish**
Basic Level

**Japanese**
Elementary Level

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