Luis Duarte Andrade Ferreira

ladf1989@gmail.com **| tel:** 969 329 669 **|**Estrada Conde Carvalhal 177A **|** http://luigiiduarte.wix.com/portfolio

ORCID ID: orcid.org/0000-0001-9840-5767

EDUCATION

Masters of Entertainment Technology (MET)   *May 2014*
Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh PA
Coursework: Building Virtual Worlds, Visual Story, Improvisational Acting, ETC Fundamentals
ETC Projects: Eat&Travel, FuseBox, FireCrest
Bachelors in Interaction Media Design   *September 2011*
University of Madeira, Portugal.

SKILLS

Packages: Adobe Illustrator, Adobe Flash, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Adobe InDesign, Camtasia Studio Pro, 3D Studio Max, Mudbox, Maya and Unity3D
Programming Languages: Java, Action Script, HTML,CSS
Foreign Languages: English, Portuguese and German

ACADEMIC PROJECTS

Building Virtual Worlds - Building Virtual Worlds' main purpose is to develop prototypes in a short period of time (normally between one or two weeks). All virtual worlds are done by a team of four members: 3D designer, texture artist, sound designer and programmer.

The Guest Helps a Character who is afraid of Another   *Spring 2013*
An ETC project where the guest must help Character A achieve a goal. Character B stands in the way of that goal and is intimidating to Character A; the project is about a guardian angel, whose main purpose is to protect a baby that is in danger
- Responsible for creating 3D characters and its respective animations.
- Created intro and ending animations (graphic design)
- Performed live as a guardian angel in front of an audience, during the final presentation

The Feeling of Freedom/Naive Guest   *Spring 2013*
The main purpose of this project is to create a consistent, highly interactive, and engaging experience that lets naive guests feel that they have a lot of freedom in the choices they make; the story it is about a treasure hunter, who had a plane accident and crashed in the middle of the desert. In order to survive, he must go to a village, while he tries to collect his lost artifacts
- Responsible for creating 3D characters and objects.
- Contributed in developing the game's concept

A multiplayer Activity Based Virtual World in a Week   *Spring 2013*
On this assignment the key is to have a good idea that is fun to play with for two or more players. This project had to be finished in one week. This project is about four aliens (players), who are trying to "throw" planet Earth into a black hole
- I was the producer of the team and I was responsible for creating and unwrapping 3D objects.

Interactive Story Telling   *Spring 2013*
The assignment was to focus on telling an interactive story that has an emotional impact towards the user; the story is about a snowman who sacrificed himself, in order to safe a little child from a burning house
- Responsible for creating 3D characters and objects.
- Preformed live as the little kid who was yelling for help inside a burning building

BVW Spring Festival   *Spring 2013*
On this assignment we had to create a virtual world that would amuse random guest in the Entertainment technology center. Our group created an Indiana Jones mine cart theme park, in order to entertain the guests; it consisted of an golden statute that was taken away by Beloq. The guest had to chase Beloq, using a digital mine cart.
- Responsible for creating and unwrapping 3D objects
- Preformed live as the Renee Beloq, who was Indiana Jones's enemy.

Project Class - The main purpose of this class is to develop complete projects for real clients during one semester. The projects are done by teams with different backgrounds.

Eat & Travel - The **Eat&Travel** Online Experience provides a glimpse out of a restaurant with a scenic view of the Lisbon coast through the home page. The view has a subtle 3D movement to evoke immersiveness and encourage curiosity about the concept. The view is from a boat ride, which navigates on the Tejo river
- Responsible for developing several concepts and designs for the online experience
- Created a highly realistic 3D model of a ship

FuseBox - The **FuseBox** project is a game play experience, which aims to teach kids about energy sustainability. Madeira Island has its own independent energy grid and, therefore, it is important to teach children about the consequences of wasting energy irresponsibly.
- Responsible for developing environment concept art and level design.
- Responsible for 3D modelling and texturing scenarios.
- Responsible for video concept and animation.

FireCrest - The **FireCrest project is a web** experience that teaches tourists and locals about safety and precaution measures before and during a Levada walk in Madeira Island.
- Responsible for co-producing the project
- Sound Designer
- Game Designer and environment designer, including 3D modelling and texturing the same.

UNDERGRADUATE PROJECTS

3DGI   *Spring 2011*

- Final undergrad Project. Developed an accessory for the PlayStation 3, which allows the player to interact with the real world, while playing indoor games.

Multi usage remote control   *Spring 2011*

- Developed a remote control under the Human-Computer Interaction course and it consists in using a physical device that allows the user to interact with several types of indoor objects through radar.

PROFESSIONAL EXPERIENCE

- Web Designer and graphic designer at "Achada Fisioclinic" website - **www.achadafisioclinic.com**, Madeira, 2012
- Android Developer (interface Designer) of the Achada FisioClinic Android Application, Madeira 2013
- Intern at Promerch - Publicity and Merchandising, Madeira 2013
- Graphic Designer and video animator at NewsAvia, website **- www.newsavia.com**, Madeira 2014
- Video Editor of ACE's 2014 conference promo video, website - **www.ace2014.info ,** Madeira 2014
- Research assistant and visual artist intern at Madeira Interactive Technology Institute (M-ITI), Madeira 2015

ACTIVITIES

- Volunteer at ACE 2014 conference;
- T.A. at Kinetic Typography workshop with Dan Boyarski;
- German translator for channel ARTE during the shooting about agricultural irrigation in Madeira Island;
- Participated in Madeira Film Festival under the corporation of CalArts Institution;
- Competitive swimming, having won several medals in the 50 meters , 100 meters and 200 meters breaststroke, including regional records; represented Madeira University twice during the University Swimming Championship; Participated in the International Masters Swimming Championship;
- Practiced Kickboxing, having reached Yellow Belt (First Level)
- Participated in "Initiation Course in PHP5"
- Participated in "Creative Workshop in the Madeira Life Project"
- Participated in C.E.L. Project (Cooperate, Engage, Lead), that was awarded the price for Creativity
- Participated in the RS4E Project (Road Show for Entrepreneurship)
- Participated in the dancing and music group; won a trip to Brussels with euro deputy Sergio Marques