



Nuno Xu

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EDUCATION

INSTITUTO SUPERIOR TÉCNICO, UNIVERSIDADE DE LISBOA

MSc IN COMPUTER SCIENCE

Expected Nov 2016 | Lisbon, PT

Current Average: 17.53 out of 20

BSc IN COMPUTER SCIENCE

Finished July 2014 | Lisbon, PT

Final Average: 15.77 out of 20

COURSEWORK

GRADUATE

Advanced Programming

Autonomous Agents

Artificial Intelligence in Games

Game Design

Natural Language

UNDERGRADUATE

Artificial Intelligence

Compilers

Computer Networks

Distributed Systems

Object-Oriented Programming

Operating Systems

Software Engineering

LANGUAGES

Portuguese: Native

English: Full Working Level Proficiency

SKILLS

PROGRAMMING

2+ years working with:

Java • C# • Unity • Git • Linux

1+ years working with:

C • C++ • LISP • Python

Ant • Maven

<1 year working with:

MySQL • Assembly

HTML • CSS • JS

EXPERIENCE

UNBABEL | SUMMER INTERN

Jul 2015 - Oct 2015 (2 months) | Lisbon, PT

- Performed research and development on Text Fluency Detection, using **Python**. Focused on training a **SVM classifier** to rank sentences by fluency.
- Developed the WordTap web app game, using **Python's Flask** library, **HTML**, **CSS** and **JS**. The game consisted in a 2-player online game where, with no communication between one another, they needed to find the same mistakes in a small text in a limited amount of time. User games were saved and used as bots to simulate a player if there was a lack of them at any given time.

OPENSOFT | SUMMER INTERN

May 2013 - Aug 2013 (3 months) | Lisbon, PT

- Performed post-release development on the **SIMN** project, using **Java**, **GWT** and **SQL**.
- Integrated a new calendar module into the application.
- Ported build tools from **Ant** to **Maven**.
- Reviewed old automatic tests and inserted them in continuous integration.

RESEARCH

TRUSTFUL ACTION SUGGESTION

IN HUMAN AGENT INTERACTION | MSc THESIS

September 2015 - Today (Ongoing) | IST - Lisbon, PT

In order to increase **trustfulness** in **virtual agents**, this research aims to create a module that will suggest actions to improve trust on the agent. To this end, a **cognitive trust model** is also being implemented.

UNIVERSITY EXTRACURRICULAR WORK

CODERDOJO@TÉCNICO | FOUNDER AND ORGANIZER

December 2014 - June 2015 (7 months) | IST - Lisbon, PT

Was one of the founders of a **Coderdojo** branch in IST, which consisted in a monthly event meant to teach programming skills to children and teenagers.

GEST | COLABORATOR

May 2014 - Today (Ongoing) | IST - Lisbon, PT

Organized local events on campus about geek hobbies, like boardgames, pen and paper roleplaying games and cosplay.

AWARDS

2016 #47 in Innovation out of 1594

2014 Merit Board

2012 Merit Board

Shadow Play - Ludum Dare 35 Jam entry

BSc in Computer Science at IST

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