Nuno Xu

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SKILLS

4+ years working with:
C# • Unity • Git
2+ years working with:
Java • PHP • MySQL
HTML • CSS • JS
1+ years working with:
React • React Native • Python
Ant • Maven

EDUCATION

INSTITUTO SUPERIOR TÉCNICO, UNIVERSIDADE DE LISBOA
MSc in Computer Science
Finished Nov 2016 | Lisbon, PT
Final Average: 17 out of 20

BSc in Computer Science
Finished July 2014 | Lisbon, PT
Final Average: 16 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: Work Level Proficiency

EXPERIENCE

CHILLTIME | Software Engineer
Dec 2016 – Present (>2 years) | Tagus Park, PT

- Developed apps in **Unity** for **Android** and **iOS**:
    - Marble Adventures (In Development) - a board puzzle game
    - WWO (Launched 2017 - In continuous development) - an online multiplayer strategy game
    - Soccer Avatars (Launched 2017) - a card creator app for the card game Soccer Avatars
- Developed apps in **React Native** for **Android** and **iOS**:
    - Shortcutz (In Open Beta - Launching Q1/2018) - a short films social network. Also created a web backoffice using **React JS**.
    - Experts (Launching Q2/2018) - a tourist marketplace
- Responsible for defining each application's **architecture** and **full-stack** development using **PHP** backends.
- Performed continuous development for the web game WWO (World War Online) , using **PHP**.
- Also created **development support** libraries for **Unity**, **React Native** and **PHP**.
- Coordinated with team using Agile methodologies (mainly Scrum).

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 a 2-player online web game, using **Python's Flask** library, **HTML**, **CSS** and **JS**.

OPENSOFT | Summer Intern
May 2013 – Aug 2013 (3 months) | Lisbon, PT

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

GAME JAMS | Developer
Since 2016

- Participated in 5 Game Jams since 2016.
- 4 Global Game Jams, from 2016 to 2019.
- 1 Ludum Dare, in 2016.
- The games and source code are available to download in https://nunoxu.github.io/#portfolio.

AWARDS

2016	#47 in Innovation out of 1594	**Shadow Play** - Ludum Dare 35 Jam entry
2015	Academic Excellence Board	MSc in Computer Science at IST
2014	Merit Board	BSc in Computer Science at IST
2012	Merit Board	BSc in Computer Science at IST