



# Nuno Xu

<https://nunoxu.github.io>

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[nunoxu](#) | [in nunoxu](#)



## SKILLS

6+ 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

### HUTCH | UNITY ENGINEER

July 2019 – Present (>2 years) | London, UK

- Worked on client side development for **Rebel Racing** - an arcade racing game for **Android** and **iOS**, released in **Nov 2019**.
  - Did **generalist** development, working in all client side aspects of the game, ranging from gameplay and UI, to tools and library integration.
  - Took **implementation ownership** of multiple features, coordinating with other departments to make sure features get shipped.
  - Stood in design and planning sessions as the client tech representative.
- Created project agnostic libraries, used in other games across the studio.

### CHILLTIME | SOFTWARE ENGINEER

Dec 2016 – July 2019 (2.5 years) | Tagus Park, PT

- Developed apps in **Unity** for **Android** and **iOS**:
  - **WWO** (Launched 2017) - an online multiplayer strategy game
  - **Soccer Avatars** (Launched 2017 - Discontinued) - a card creator app for the card game Soccer Avatars
  - **Marble Adventures** (Launched 2019 - Discontinued) - a physics based board puzzle game similar to match-3 games
- Developed apps in **React Native** for **Android** and **iOS**.
- Responsible for defining each application's **architecture** and **full-stack** development using **PHP** backends.

### 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.

### OPENSOFT | SUMMER INTERN

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

- Performed post-release development on the **SIMN** project, using **Java**, **GWT** and **SQL**.

### 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  
 2015 Academic Excellence Board  
 2014 Merit Board  
 2012 Merit Board

**Shadow Play** - [Ludum Dare 35 Jam entry](#)  
 MSc in Computer Science at IST  
 BSc in Computer Science at IST  
 BSc in Computer Science at IST