



# 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

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

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