

# Nuno Xu

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🌐 [nunoxu](#) | [in nunoxu](#)

## SKILLS

6+ years working with:

**C# • Unity • Git • SVN**

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** | LEAD/SENIOR UNITY ENGINEER

Jan 2022 - Present | London, UK

- Client Lead for **Rebel Racing** - an arcade racing game for **Android** and **iOS**, originally launched in **Nov 2019** with frequent content updates up to present day. Responsibilities include:
  - Junior developer **mentoring**, including code reviewing and day-to-day support.
  - **Project planning** and prioritisation with product team, balancing code health with new feature work.
  - **Release management**, making sure updates come out on time and with the intended feature set.
  - **Point of contact** to explain client tech for the project
- Also working in unannounced game, mostly in **tools** and **UI development**.

### **HUTCH** | UNITY ENGINEER

July 2019 – Jan 2022 (2.5 years) | London, UK

- Worked on client side development for **Rebel Racing**.
  - Did **generalist** development, working in all client side aspects of the game, ranging from gameplay and UI, to tools, library integration and build pipeline.
  - Took **ownership** of multiple features, coordinating with other departments to make sure work gets shipped.
  - Stood as **tech stakeholder** during design sessions.
- Created project agnostic libraries, used in games across the studio, such as web socket integration and player groups (guild/clubs).

### **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.