



Nuno Xu

<https://nunoxu.github.io>
nuno.xu@gmail.com | +351 966 665 485
[nunoxu](#) | [in nunoxu](#) | [f nuno.xu](#)



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

SKILLS

PROGRAMMING

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

EXPERIENCE

CHILLTIME | SOFTWARE ENGINEER

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

- Performed continuous development for the web game **WWO** (World War Online), using **PHP**.
- Developed apps for **Android** and **iOS** in **Unity**:
 - Unnamed puzzle game** (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 for **Android** and **iOS** in **React Native**:
 - 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
- All projects were developed with a team of 1 project manager, 1 graphic designer, 1 3D artist and 1-2 developers, using Agile methodologies (mainly Scrum).
- Work coordination was performed through daily scrum meetings and asynchronous task assignments between team members.

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