Nuno Xu

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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 | Senior Unity Engineer
July 2019 – Jan 2022 (2.5 years) | Jan 2022 - Present | London, UK

- Worked on client side development for Rebel Racing - an arcade racing game for **Android** and **iOS**, originally launched in **Nov 2019** with frequent content updates up to present day.
  - 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.

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**.

AWARDS

Year	Award	Context
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