



Nuno Xu

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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
 - Charity Network (Finished April/2018) - a social network for charity
- 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
 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