



## Nuno Miguel Xu Gonçalves

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## Education

**Instituto Superior Técnico (IST)**, Universidade de Lisboa.  
**Bachelor's degree in Information Systems and Computer Engineering.**  
Started in September, 2011, finished in July, 2014.  
Weighted Average: 15.77 out of 20.

**Instituto Superior Técnico (IST)**, Universidade de Lisboa.  
**Master's degree in Information Systems and Computer Engineering.**  
Started in September, 2014, finishing in November, 2016 (Under way).  
Currently finished 90 out of 120 ECTS.  
Current Weighted Average: 17.53 out of 20.

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## Professional Experience

**Opensoft, July 2014 - September 2014 (2 months)**  
Intern, post-release development in **SIMN** project, using Java, GWT and SQL.

**Unbabel, July 2015 - October 2015 (3 months)**  
Intern, research and development on **Text Fluency Detection**, using Python,  
development of the **WordTap** game, using Python's Flask library, HTML, CSS and JS.

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## University Extracurricular Work

**Coderdojo@Técnico, December 2014 - June 2015 (7 months)**  
Founder and continuing organization of a **Coderdojo** branch in IST. Consisted in a monthly event meant to **teach programming** skills to children and teenagers.

**Grupo de Estratégia, Simulação e Tática (GEST), IST's Student Association Autonomous Section, May 2014 - Today (Ongoing)**  
Colaborator, organization of the **Técnicon** annual event and co-project lead of **RIST** (Roleplay@IST).

## Skills

- **Programming**

- Experience in:
  - C (2 years - educational);
  - C++ (2 years - educational);
  - Java (4 years - educational  
2 months - professional);
  - LISP (2 years - educational);
  - Python (3 months - professional);
  - HTML, CSS and JS  
(3 months - professional).
- OSs
  - Windows;
  - Linux

- **Version control systems:**

- Git;
- SVN;
- CVS.

- **Languages:**

- Portuguese:
  - Native;
- English:
  - Working Level Proficiency.

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## Interests

- Following video game news and video games in general.
- Pen-and-paper RPGs.
- Japanese culture.