

Developing Qt Desktop Applications in Python

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Introduction

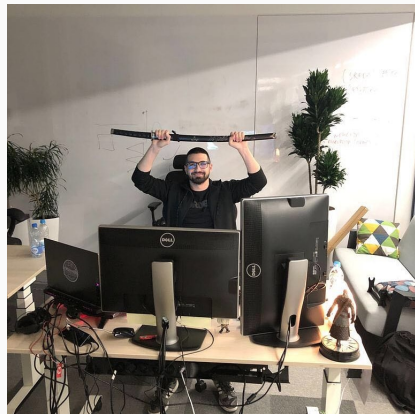




- Founded over 10 years, now with 179 employees from more than 20 countries
- Published games:
 - [Top Eleven](#):
 - over 230 million of registered users
 - Jose Mourinho cover star
 - 10+ years of being one of the most popular mobile sports games
 - [Golden Boot](#) (over 65 million players played so far)
 - [Heroic](#) (Unite talks: [1](#), [2](#), [3](#), [4](#), [5](#))
- ML/AI team:
 - Researches and applies AI algorithms for the needs of our games
- Visit our [ML/AI blog](#)!
- We are hiring, check out open positions [here](#)!

About Me

- Teaching assistant at Faculty of Mathematics
- AI Research Scientist at Nordeus
- I like:
 - Artificial Intelligence
 - Machine Learning
 - Education and Learning
 - GNU/Linux and open source
 - Python
 - Epic and sciency fiction
 - Video games!
- My [veb](#) webpage



- Write about desktop apps

- Write about Qt

Plan for today (live coding)

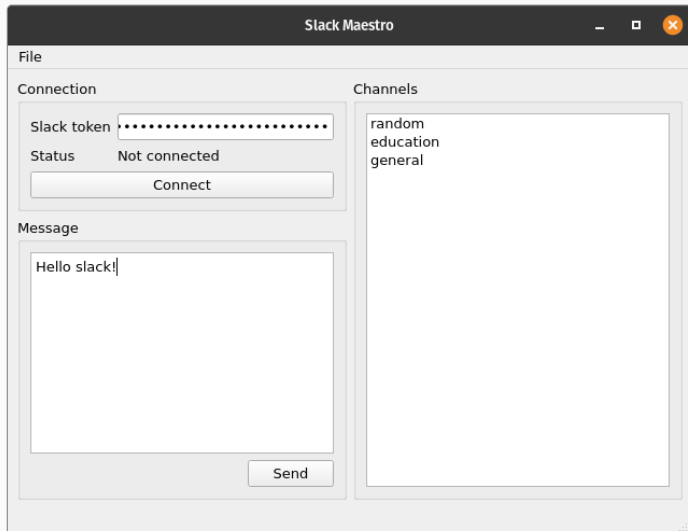
Example 01

- Slack bot frontend
- Demonstrates how we build UI
- Demonstrates signals and slots

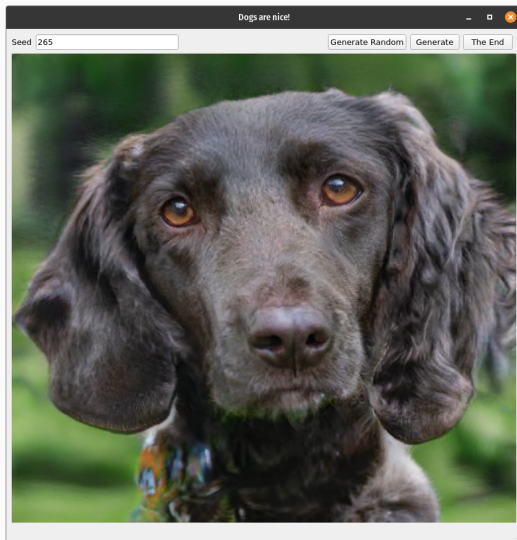
Example 02

- Style GAN frontend (we shall generate dog images!)
- Demonstrates QThread
- Demonstrates signals and slots

Example 01



Example 02



Thanks for your attention!

Questions
