Nuno Xu

✉ nuno.xu@gmail.com
 nunoxu | in nunoxu

SKILLS

7+ years working with:
C# • Unity • Git • SVN
2+ years working with:
Java • PHP • MySQL
React • React Native • Python
HTML • CSS • JS
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: IELTS Academic 8.0

EXPERIENCE

OXALIS | Associate Lead Engineer
Oct 2022 - April 2024 | London, UK

- Associate Lead Engineer for Moonfrost - a multiplayer life-sim game inspired in Stardew Valley. Responsibilities include:
    - **Mentored** Lead Engineer and other team members, on how best to organize workflow pipelines and line management.
    - Handled **conflict management** between departments, serving as mediator and agenda facilitator when tough decisions had to be made, such as deciding deadlines and project scope disagreements.
    - Co-operated with other departments to establish **good communication channels**, in the form of workflow guidelines.
    - **Architecture** and implementation of core systems, such as multi-grid environment mapping, editor tooling, crafting and item management.

HUTCH | Lead/Senior Unity Engineer
Jan 2022 - Oct 2022 (8 months) | London, UK

- Client Lead for Rebel Racing - an arcade racing game for **Android** and **iOS**, originally launched in **Nov 2019** with frequent content updates up to present day. Responsibilities include:
    - Junior developer **mentoring**, including code reviewing and day-to-day support.
    - **Project planning** and prioritisation with product team, balancing code health with new feature work.
    - **Release management**, making sure updates come out on time and with the intended feature set.
    - **Point of contact** to explain client tech for the project.

HUTCH | Unity Engineer
July 2019 – Jan 2022 (2.5 years) | London, UK

- Worked on client side development for Rebel Racing.
    - 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) | Lisbon, 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.