

Nuno Xu

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🌐 [nuno.xu](#) | [in nuno.xu](#)

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**:
 - **WVO** (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.