

Vince Gunday

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Software Engineer | Android & IOS Developer | Game developer

Qualifications

- Bachelor's in Computer Engineering
- Strong problem-solving skills and ability to design and implement efficient algorithms
- Experience with software development for over 8 years
- Strong understanding of data structures and algorithms
- Experience with software testing and debugging
- Strong communication and collaboration skills

Education

Bachelor of Science Major in Computer Engineering

University of Bohol

March 2013

Skills

- **Database:** Microsoft SQL Server, SQL query, Firestore Firebase
- **Tools used:** MS Visual Studio 2017,2019, VS Code, Xcode , Android Studio, Unity 3D, Unreal Engine, Postman and Google Firebase
- **Skilled in programming languages:** C#, C++, SQL, PHP, CSS, HTML5, Javascript, NodeJS, VueJS, Objective C, Swift, Java, Kotlin & Dart Flutter.

Employment History

Jr. Unity Developer (Contract-Remote)

March 2022 – September 2022

Starloop Studio (Ireland)

- Creating and implementing game mechanics using Unity and C#
- Implementing and integrating game assets, such as 3D models and animations
- Collaborating with the team to design and implement game features
- Creating and implementing game user interfaces and controls
- Troubleshooting and debugging game issues
- Optimizing game performance and memory usage
- Participating in code reviews and ensuring code quality
- Assisting senior developers in the development of larger features and systems
- Continuously learning and expanding knowledge of Unity and game development best practices

Unity | Android/iOS Developer (Freelance)
Grayscale & VISION AI Labs (Philippines)

December 2021 – September 2022

- Implement C# in Unity for app development and rendering UI
- Prototype application used for Visually impaired Individual (Mostly Spatial Sound)
- Implemented Python code in annotating and training datasets
- Research and development using OpenCV technology
- Used Java for android development for prototype projects
- Creating and implementing game mechanics and features using Unity and C#
- Integrating Unity assets, such as 3D models and animations, into the iOS app
- Collaborating with the iOS developer to ensure smooth integration between Unity and iOS
- Troubleshooting and debugging any issues that arise during the integration process
- Optimizing game performance and memory usage for mobile devices
- Continuously learning and expanding knowledge of Unity and mobile game development best practices

Software Engineer
Alhamrani Universal (Saudi Arabia)

February 2016 – February 2022

- Designing and implementing integration solutions and API between different systems and applications
- Collaborating with development teams to ensure smooth integration of new features and systems
- Troubleshooting and debugging integration issues
- Developing and maintaining integration documentation and best practices
- Ensuring that APIs are secure and performant
- Developing and maintaining web applications, from front-end to back-end
- Building and maintaining databases and data storage solutions
- Creating and implementing user interfaces and user experience design
- Troubleshoot and debug any issues that arise in the application
- Optimizing application performance and scalability
- Continuously learning and expanding knowledge of web development technologies and best practices
- Experience with web development frameworks such as .NET C# and Vue.js
- Developing and maintaining mobile applications for iOS and Android platforms
- Strong understanding of mobile development principles and technologies such as Swift, Objective-C, Java, or Kotlin

Android Engineer
Nerubia Inc. (Philippines)

April 2015 – November 2015

- Optimizing application performance and scalability and troubleshoot and debug any issues that arise in the application
- Participating in code reviews and ensuring code quality
- Designing, developing, and maintaining mobile applications for the Android platform