

# Payton Gunnell

## Android and IOS App Developer

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### FRAMEWORKS

**I have made projects and am proficient with:**

Jetpack Compose, Android XML, SwiftUI, UIKit

### { } LANGUAGES

**I am skilled in programming with:**

Kotlin, Java, Swift, Python, JavaScript



### TECHNICAL SKILLS

Android Studio, Figma, Adobe XD, GitHub, Xcode, Visual Studio Code



### EDUCATION

#### Android and IOS App Development

Dixie Technical College

08/2022 – 12/2023 | St George, Utah



### PROJECTS

#### Workout Tracker App (Kotlin)

This is a Jetpack Compose Android App I am currently working on. It stores and syncs all user data using the Room Database Library, Firebase Realtime Database, and Firebase Authentication. Other technologies used in the app include: Coroutines, Flow, State, Glide, Dagger Hilt, REST API, Ktor, and Compose Destinations.

#### Tamagotchi App (Swift)

A SwiftUI IOS App where I collaborated with a scrum team of 5 to create a Tamagotchi game in 4 weeks. I learned SpriteKit and used it to implement the game's physics, visuals, transitions, sound effects and built the game mechanics.

#### Facts App (Kotlin)

I created an Android XML Android App that gets facts from a REST API and allows the user to save favorite facts into a local database using Room.



### PROFILE

I am always working on new projects to expand my knowledge and stay up to date on best practices in app development. I am knowledgeable in App Architecture and Design Patterns including: MVVM and MVC. I also have experience with and enjoy collaborating on projects with a team.