

# ILIR GRUDA

## Unity Developer

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### PROFILE

Creative thinker and technology expert with more than 5 years of experience.

Dynamic Unity Developer with a detailed oriented approach.

Patient and creative problem solver with experience of producing robust code.

Eager for innovation and always intends to contradict the visible spectrum of reality.

### SKILLS

Unity



C#



Game Development



AR



JSON



Java



SQL



### SOCIAL MEDIA

 [github.com/ilirvg](https://github.com/ilirvg)

 [linkedin.com/in/ilirvg](https://linkedin.com/in/ilirvg)

### EDUCATION

**Queen Mary, University of London, 2013 - 2014**  
Master's degree, Media and Art Technology by Research

**South East European University, 2009 - 2012**  
Bachelor's degree, Computer Science

### WORK EXPERIENCE

Unity Developer

**Apex, UK, 2020 - present**

Working on a 2D/3D cross platform floor planning application called Scribe which provides the opportunity to sketch and explore reality.

Developing, debugging, and optimizing features and toolkits for Scribe.

Writing efficient and reusable code that drives complex logics.

Cooperating with other team members to bring suggestions from an idea to a released state based on scrum agile methodology

Technologies: Unity, C#, JSON, Java, Jira, Bitbucket

Head of Research and Development

**Epaytech, Kosovo, 2017 - 2020**

Developed an innovative AR solution and experimented with various other ideas.

Worked on full cycle of game development process from concept to launch.

Solved challenging and complex problems around cross platform development and live operations.

Drove the creation of tools to help streamline the development

Technologies: Unity, C#, AR, Java, SQL, PHP, Version Control, Trello, HackPlan, Photon, Graphics, VFX, Google Services, Firebase Google Services, Firebase

Software Developer and Digital Artist

**Freelance, 2015 - 2017 (Part time)**

Researched and developed audiovisual and interactive experiences.

Applied clean code practices and design patterns to develop readable, maintainable and salable code for different purposes.

Involved on different game development processes

Technologies: Projection Mapping, Unity, Processing, Java, Isadora, Swift, Cinema 4D, Adobe After Effects, Kinect.

Database Manager cum Office Manager

**Kosovo Grameen – Missione Acrobale Micro Credit, 2015 - 2017**

Worked pro-actively to gauge the performance of the application & database and provided recommendations to achieve the optimal architecture.

Performed testing and production builds involving data changes and stored procedure building while following established change management procedures

Technologies: Windows Server, SQL Server, Visual Studio, Networking, VPN

Interactive Media Developer

**Procter & Gamble, UK, 2014**

Researched, designed and developed a cutting edge interactive projection mapping solution.

Technologies: Projection Mapping, Isadora, Java, Arduino, Processing. Cinema 4d, After Effects.

Junior Full Stack Developer

**Epaytech, Kosovo, 2012 - 2013**

Worked closely with other team members to plan, design and develop rebuts solution in a timeline manner.

Developed app-solutions using a variety of languages and frameworks.

Wrote and maintained extensible code in a team environment

Technologies: NET Technologies, HTML, CSS, JavaScript, Version Control

### Other Activities

**Jury at Kosovo Open Data Visualization Challenge**

Innovation Centre Kosovo

**Cinema 4D workshop**

Docklands Media, UK

**Isadora workshop**

Jamie Griffith, UK