Gailbert Huang

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SKILLS

Languages: Fluent in C# familiar with C++, Swift, Javascript and SQL
Frameworks: Experience in ASP.Net (Core, Framework, EF, WebForms, Web API), WPF and AngularJS
Softwares: Experience in Version Control Git, Unity, Selenium, Docker, Azure DevOps and JIRA
familiar with xCode, Unreal 5, Blueprint, AWS, Swagger and SWRVE.
Others: Experience in OOP, OOD, MVC, MVVM, Debugging, Code Review and Prototyping.
Soft Skill: Effective Communicator, Collaborative, Receptive, Quick Learner, Critical Thinker and Agile

WORK EXPERIENCE

Willis Towers Watson   **Taguig, Philippines**
Software Engineer   *December 2019 - May 2022*
- Collaborated with cross-functional teams to develop new features and APIs for Bright Choices and Benefit Access a web application using C# ASP.Net Core, EF, AngularJS, T-SQL and Azure DevOps.
- Optimized C# .Net backend code resulting in an improvement in user experience.
- Collaborated with team members to migrate from a monolith to microservice architecture, improving response times and a significant increase in system scalability.
- Refactored a large legacy codebase leading to improvement in code readability and quality.
- Implemented multiple automation and unit testing resulting in a 90% increase in test coverage.
- Onboarded new hires into the projects and guided 2 Software Engineers on team coding practices.

GoDigital Corporation   **Quezon, Philippines**
Software Engineer   *February 2019 - November 2019*
- Spearheaded the development of features for Point of Sale system and new features for Nimbus Cafe and GoCafe, a Windows application using C# WPF.
- Collaborated with UI artists to design an interface for the Point of Sale system and Nimbus Cafe using Figma.
- Mentored and trained a QA on C#, WPF, version control, coding standards, and best practices resulting in a successful transition to become an Software Engineer.

Anino Inc   **Makati, Philippines**
Software Engineer   *July 2016 - February 2019*
- Coordinated with cross-functional teams and stakeholders to deliver bi-weekly updates to Double Win Vegas Casino and Anino Casino for both Android and iOS using Unity C#.
- Lead the development of a major feature a roulette game with design editing and testing tools
- Utilized Unity and C# to optimize game performance, reducing load times by 30% to increase player retention and improve overall game flow.
- Coordinated with Senior Engineer to develop a developer tool that reduced slot machine creation time by 50%, resulting in speeding up production workflows.
- Collaborated with Game Designers and QAs to optimize gameplay and math analytics for measuring player engagement and retention, resulting in a decrease in churn rate using SWRVE.
- Mentored and guided intern engineers to improve their coding skills, resulting in reduction of code review time and an increased code quality.

EDUCATION

FEU - Institute of Technology   **Manila, Philippines**
BSIT Specialize in Animation and Game Development   *Graduation Date: June 2017*