

GABRIEL CHINEDU ACHIMALO

SOFTWARE/GAME
DEVELOPER

CONTACT

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- <https://www.morphyn.net/profile/gabriel>
- Enugu, Nigeria

SKILLS

NextJS, React Vite, React Native, Flutter, Android, Swift
NodeJs, Express, MongoDB, .NET
C#, C++, JS, TS, Dart, Python, Java
Unity3D, ElectronJs, Pytorch, Redux (React+React native), Emotionjs (ReactNative), babylonjs, flutter bloc
Unity DOTS/ECS, Profile Optimiser, HLSL

EDUCATION

Bachelors Degree

Igbinedion University Okada

2010 - 2015

LANGUAGES

English 

Igbo 

PROFILE

I'm a software developer with experience building Android, Flutter, React Native, and Unity apps. I work with many languages, including C, C#, C++, Java, Dart, JavaScript, TypeScript, Python, and Node.js. I also work with web tools like React and Electron. Along with mobile work, I create games with Unity and Flutter Flame and enjoy exploring machine learning and data. I enjoy learning new things and creating smooth, enjoyable digital experiences.

WORK EXPERIENCE

Product Lead

BarrierX LLC | USA

2024-2026

- Lead Developer for AI agent and orchestration architecture
- Using Agile methodology to assign tasks to other developer and prioritizing client needs.
- Built Recommendation engine for deal recovery and deal sales for sale marketing teams.
- Developed AgentX an ai agent with automated and intelligent call conversation with clients
- Developed and structured a multitenant system to be used with 90% uptime

Lead Product Developer

Tranzakt Financial Services | Nigeria

2020-2024

- Lead Software Developer for Mobile app development ensuring smooth UX for users
- Spearheaded the AI adoption team to integrate AI and Machine Learning across the Tranzakt services and offers.
- Built an automated and payment disbursement system with smart AI migration from various systems like oodo
- Making Critical Decisions on the technology to be used and methods to be deployed during development

Unity Developer

Zeeon Metaverse | Remote, USA

2022 - 2023

- Enhancing user experiences, I specialize in user interface development and problem-solving, ensuring seamless interactions within the metaverse.
- Collaborating with multidisciplinary teams, we create captivating virtual spaces for users to explore and engage in a unified and immersive environment.
- Performance optimisation and Using Profiler to ensure smooth experience across devices.

Lead Software Developer

Scuudu Labs LTD | Nigeria

2020-2024

- Lead Software Engineer for Augmented Reality applications on web and mobile, such as EstateAR and ViewE.
- Spearheaded development of student scanning application (IDScan) developed using native android and sister application built with electron.
- Built Smart Home Application using react-native ensuring propriety algorithms for connection are properly configured.
- Making Critical Decisions on the technology to be used and methods to be deployed during development

Mobile Developer (RN)

Genesys Tech Hub | Nigeria

2019-2020

- Creating immersive and engaging VR experiences that transport users into realistic, interactive environments.
- Development of Mobile Payment application Tranzakt and ensuring the core application is built to scale
- Collaborating with multidisciplinary teams, I contribute to the overall vision and success of projects, providing users with unforgettable and innovative experiences.