Khiem N.

Mobile Developer (iOS or Android)

Date of birth:	Aug 26, 1989
Gender:	Male
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OBJECTIVE

Become a professional developer and bring a lot value to Customers.

EDUCATION

Oct 2008 - May 2012

HUTECH
Major: Information System

WORK EXPERIENCE

March 2020 - Present (Remote)

WebhostingPad
Mobile Developer (iOS)
Main responsibilities:
- Mobile app developer
- Design layout, develop from scratch to AppStore submition.

August 2017 - February 2020

AtMAN VINA
Mobile Developer (Android, iOS)
Design layout, develop from scratch to AppStore, Playstore submition.
Develop IoT solution

February 2015 - July 2017

Swag Soft LLP
Mobile Developer (Android, iOS)
Develop Android and iOS application for outsource and product projects
Office administrator

September 2013 - November 2014

GreenSun Corporation
Mobile Developer (iOS)
Develop iOS application for outsource projects

SKILLS

Language	English
Programming languages	Swift, Kotlin, Java for Android

Experiences	Android, iOS development.
	Mobile application designing.
	Develop IoT devices with Orange Pi, adruino.
	Familiar with processing of a mobile application from idea to app stores.
	Experienced in both production and outsource company environments,
	in both team work and individual work.

PROJECTS

AtMAN Messenger

(2018 - 2019)

Customer	AtMAN
Description	A private chatting application for EPR solution, can chat, chat-room, send photos, videos Preview video: https://www.youtube.com/watch?v=xpNk4r6j7WM
Team size	2
My position	Developer
My responsibilities	- Analysis and design - Development - Review code - Optimize code - Bug Fixing
Technologies used	Swift, Java, Websocket

CC Sticker

(2017 - 2018)

Customer	AtMAN
Description	A Image builder/ Sticker builder, after creating a sticker, you can share to other apps. Homepage: https://app.codecet.com/ccsticker/ Appstore: https://itunes.apple.com/us/app/cc-sticker/id1350317081?ls=1&mt=8
Team size	1
My position	Developer
My responsibilities	- Analysis and design - Development - Review code - Optimize code - Bug Fixing
Technologies used	Swift, Firebase, Cloudinar, Inapp-purchase

WHP Mail

(2020 - 2020)

Customer	WebHostingPad
Description	A mail client app to send and receive email for clients who are using Webhostingpad's Hosting service.
Team size	2
My position	Developer
	- Analysis and design - Development

My responsibilities	- Review code - Optimize code - Bug Fixing
Technologies used	Swift and Objective-C for iOS, Java for Android.

Math Bulletin

(2015 - 2015)

Customer	SwagSoft's customer
Description	A iPad application for a Singaporean Math teacher https://itunes.apple.com/sg/app/math-bulletin/id920868698 (available on Singapore AppStore only)
Team size	1
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	Use Objective-C, PHP, MySQL, CloudKitStorage purchased database to cloud using CloudKit, add new features: In-app Purchase, PDF reader. Fix bugs for backend, update SQL statements. Port project from iPad to universal project.

Hubstir

(2015 - 2016)

Customer	Hubstir
Description	An intuitive engagement Social network, fix bugs and update new requirements of clients. http://www.hubstir.com/
Team size	3
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	iOS, Android Fix bug for backend in Yii2 framework

Hock Ann

(2015 - 2016)

Customer	Hock Ann
Description	Hock Ann is the scaffolding provider for building projects. http://www.hock-ann.com.sg/ Using an enterprise Apple developer account to publish apps to internal users/clients. This project ports everything from the "materials supplier" to iPad and stores data on the server instead of paper documents and offline files.
Team size	2
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	iOS

Porterfetch

(2016 - 2017)

Customer	Porterfetch
Description	Porterfetch is an online marketplace and on-demand delivery service in Singapore. Porterfectch provide a website where many different restaurant can show their foods for user's order, and deliver to user by "Porter", "Porter" is a delivery staff who use this Android app, they get notifications about their delivery-job, and manage their delivery-jobs over an Android phone.
Team size	3
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	Java, Realm, WebSocket (pusher.com), Google Map Platform.

Javelin IoT

(2018 - 2019)

Customer	AtMAN
Description	IoT devices would be used in an apparel factory, for collecting data from workers to database directly instead of manual input. A part of Line Balancing solution in an ERP software. Onsite for a month in Jakarta, Indonesia factories.
Team size	5
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	Python, Arduino, Orange Pi

AtMan WorkCheck

(2018 - 2019)

Customer	AtMAN
Description	Preview video: https://www.youtube.com/watch?v=TMZxOXXWAoc Tracking working time of staff in factory: automatically tracking by smartphone, using Android Device's GPS, mobile network, wifi.
Team size	2
My position	Developer
My responsibilities	- Development - Review code - Optimize code - Bug Fixing
Technologies used	Android