



Bao L.

IOS Developer



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ABOUT

Junior iOS developer with more than 1 year experience in developing iOS application. I do my work with attitudes and always seek for better solutions in order to deliver the finest product. I'm looking for a company where I can work in long term and contribute as much as I can.

EDUCATION

Hoa Sen University

August 2016 - Now

● *Major: Software Engineering*

WORK EXPERIENCE

EBIZWORLD

June 2019 - December 2019

● *Intern & Full-time iOS Developer*

Main responsibilities:

- Create UIs from our UI/UX team's designs
- Fix bugs
- Optimize code
- Maintain code
- Apply new features

Recognition and Gains:

- Got an official role in iOS team after finishing 2 months internship, joined 2 projects, learned new technologies, improved company's products and fixed bugs

TMA

Sept 2020 - Now

● *Full-time iOS Developer*

Main responsibilities:

- Develop a new iOS application
- Analyze requirements and design architecture
- Implement features
- Learn Objective C to fix some bugs of an existing project

Recognition and Gains:

- Known how to analyze and design a product from scratch, learned

new technologies and understood deeper about Swift language.
Familiar with Objective C and third party library.

PROJECTS

DRAW, MARKUP, RULER

March 2019 - June 2019

- **TMA**

- User can use this app to measure things from a picture. You can add a ruler that can be moved, stretched, add multiple stretchable middle knot. It also allows you to add a pushpin to take note, add text, video, audio as well.
- This app was mostly done by playing with CGPoint and Logic
- Technologies used: Swift, Xcode

HALP USER & DRIVER

Sept 2019 - Dec 2019

- **EBIZWORLD**

- These are booking car applications for both user and driver, they had been published in Singapore when I joined. My role in the team was to fix bugs, maintain and optimize codes and apply new features
- Technologies used: Swift, Firebase, Alamofire, Swifty JSON and RESTful API

BIGCOSM

June 2019 - Sept 2019

- **EBIZWORLD**

- This is an e-wallet application, which was still in the first stage of development. My role was to create UIs and applied some features such as: Transaction history, catching notifications from Firebase, auto logout, QR Scan
- Technologies used: Swift, Firebase, Moya, Swifty JSON and RESTful API

PATIENT MANAGEMENT APP

March 2019 - June 2019

- **School Project**

- This application helps patients from a clinic to manage their informations like appointment schedules, previous appointment, bills, prescription and booking appointment.
- Technologies used: Swift, Xcode, Firebase Database

TECHNICAL SKILLS AND TOOLS

Swift	Experienced, know the fundamentals and used in school and company's projects
Objective C	Familiar
C, C#	Experienced, know the fundamentals and used in school projects
RESTful API	Experienced in using RESTful API and handling JSON
Push Notification	Worked with Firebase push notification
Core Data	Familiar
Architecture Pattern	Experienced with MVP and familiar with MVVM's concept

Third party libraries	Experienced with Swifty JSON, Moya, Alamofire
OOP	Experienced
Firebase	Experienced

SOFT SKILLS

Critical thinking	Having an the to think clearly and rationally, understanding the logical connection between ideas
English	860 points in an internal TOEIC test. Able to write, read, listen and speak at intermediate level
Adaptability	Having no problem with learning new things and get used to new working environment
Problem Solving	Having an ability to tackle unexpected problems and resolves conflicts
Teamwork	Worked effectively in a team

