



# Trang N.

## Junior Mobile Developer - React Native

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## OBJECTIVE

I am looking for a part-time job for Mobile Developer in a friendly environment that give me a chance to increase my knowledge and skills and use them to contribute the company achieve their mission.

## EDUCATION

Aug 2017 - Aug 2021      **University of Science**  
Major: Software Engineering  
GPA: 3.27/4

## WORK EXPERIENCE

July 2019 - Sept 2019      **Coderschool**  
Fresher React Native developer  
Main responsibilities:  
- Attend React Native Training Program in the Company - Developer Circles Viet Nam Innovation Challenge  
  
Recognition and Gains: [tuyendung.topcv.vn](https://tuyendung.topcv.vn)  
- With 4 members of a team, solving the problem from MoMo, named 'Build recommendation app for businesses on MoMo'.  
- Designing UI/UX for this app and creating a mobile app using React Native.

Oct 2019 - Now      **BAN VIEN Co., LTD**  
React Native developer

Oct 2019 - Now      **University**  
Student  
I have chance to work with socket (chat) in both back-end (NodeJs) and front-end (React Native).  
UI/UX Designer (Mobile and Web)

## CERTIFICATIONS

## SKILLS

**Language** English, Vietnamese

**Programming language** C, C++, C# (WPF and Winform), Python, JavaScript (React Native, NodeJS), TypeScript, Java

## INTERESTS

I like code, UI/UX design, music,...

## PROJECTS

### Lemon-aid

(Jun 2020 - Sep 2020)

<b>Customer</b>	Project at university
<b>Description</b>	- Mobile app and Web app. - This is a cooking app (recipes), have a feature that detect food through image and find the recipes for this food.
<b>Team size</b>	7
<b>My position</b>	Mobile Developer, UI/UX designer.
<b>My responsibilities</b>	- Design UI/UX and user flow. - Development - Review code - Optimize code - Bug Fixing
<b>Technologies used</b>	- React Native, Redux, REST API

### DIMO

(May 2020 - Jun 2020)

<b>Customer</b>	Project at university
<b>Description</b>	- This is a mobile app, for people who want to buy bus ticket.
<b>Team size</b>	3
<b>My position</b>	Mobile Developer, UI/UX designer.
<b>My responsibilities</b>	- Design UI/UX and user flow. - Development - Review code - Optimize code - Bug Fixing
<b>Technologies used</b>	- React Native, Redux, REST API, Google API,...

### Mintery

(Mar 2020 - May 2020)

<b>Customer</b>	Project at university
<b>Description</b>	- This is a gallery app (Native Android), people can view, edit images, trim videos,...

<b>Team size</b>	5
<b>My position</b>	Mobile Developer, UI/UX designer.
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Design UI/UX and user flow.</li> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> </ul>
<b>Technologies used</b>	- Android

## Tickit

(Nov 2019 - Dec 2019)

<b>Customer</b>	Project at university
<b>Description</b>	<ul style="list-style-type: none"> <li>- Mobile app and Web app.</li> <li>- This is an app that people use to find and book ticket for events, concerts,...</li> </ul>
<b>Team size</b>	4
<b>My position</b>	Mobile Developer, UI/UX designer.
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Design UI/UX and user flow.</li> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> </ul>
<b>Technologies used</b>	- React Native, Redux, REST API, Google API, Facebook SDK

## To Do list

(July 2019 - July 2019)

<b>Customer</b>	Not available
<b>Description</b>	- This is an one week mobile app in React Native course.
<b>Team size</b>	1
<b>My position</b>	Developer, UI/UX designer.
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> <li>- Design</li> </ul>
<b>Technologies used</b>	- React Native

## Profile App

(July 2019 - July 2019)

<b>Customer</b>	Not available
<b>Description</b>	- This is an one week mobile app in React Native course.
<b>Team size</b>	1
<b>My position</b>	Developer, UI/UX designer.
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> <li>- Design</li> </ul>
<b>Technologies used</b>	- React Native

## Rock-Paper-Scissors

(July 2019 - July 2019)

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<b>Customer</b>	Not available
<b>Description</b>	- This is an one week mobile app in React Native course.
<b>Team size</b>	1
<b>My position</b>	Developer, UI/UX designer.
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> <li>- Design</li> </ul>
<b>Technologies used</b>	- React Native3

## Music Player

(Jun 2019 - Aug 2019)

<b>Customer</b>	Not Available
<b>Description</b>	- This is the music player.
<b>Team size</b>	2
<b>My position</b>	Developer, UI/UX designer
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Analysis and design</li> <li>- Development</li> <li>- Review code</li> <li>- Optimize code</li> <li>- Bug Fixing</li> </ul>
<b>Technologies used</b>	- C#, WPF

## Pacman

(May 2019 - July 2019)

<b>Customer</b>	Not Available
<b>Description</b>	- This is the Pacman game using AI with 4 levels.
<b>Team size</b>	4
<b>My position</b>	Developer
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Development</li> <li>- Bug Fixing</li> </ul>
<b>Technologies used</b>	- Python

