

LUONG QUOC PHONG

CONTACT DETAILS

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EDUCATIONAL BACKGROUND

- Bachelor of Engineering Degree in Information System, Saigon University, 2014
Ho Chi Minh City, Vietnam

PROFESSIONAL SUMMARY

- 2 years experience in Android development.
- Good knowledge and skills in web development: Spring, Struts, REST, EJB, Hibernate, HTML/CSS, JavaScript, Google Cloud Computing.
- Have knowledge using database such as: SQLSever, MySQL, Oracle, SQLite, Datastore.

SKILLS

- **Languages:**
 - Android
 - J2EE
 - HTM/CSS, JavaScript, MySQL
- **Frameworks and Libs:**
 - Smack API, ButterKnife, Volley, Dagger, Retrofit, Picasso, Gson, EventBus, RxJava
 - Omniture, Heartbeat, comScore.
 - EJB, Spring, Struts, RESTful Web Service, AJAX
- **Operating Systems:**
 - Mac OS X
 - Windows XP/7/8/8.1
 - Ubuntu
- **Development, Design Tools:**
 - Android Studio
 - Eclipse
 - Google App Engine
 - SVN, Git
 - Jira, Jenkins, Docker
 - Photoshop
- **Databases:**
 - SQLite, MS SQL Server, MySQL, Oracle, Datastore
- **Other:**
 - OOP, AOP, Design Patterns

WORKING EXPERIENCE

- 2014/07 – Current: FPT Software HCMC
- 2013/09 – 2014/07: Gameloft

PROFESSIONAL EXPERIENCE

- 2015/8 – Current: Android Developer

Project: Next Generation TV

Project Description:

An Android application for browsing, purchasing and watching movies and TV show online.

Domain: Entertainment

Team Size: 10

Technologies Used: Android SDK, JSON, Retrofit, Omniture, Conviva, Nielson, comScore Analytics, NexPlayer, Docker, Jenkins.

Responsibilities:

- Implement Omniture, Heartbeat SDK functionalities.

- 2015/4 – 2015/07: Android Developer

Project: MDC Messenger SDK

Project Description:

An XMPP SDK supports to create a messenger application as well as In-App Support for another project. It simplifies process of integrating XMPP function into application, supports sending text, file, group chat and voice call.

Domain: Communication

Team Size: 3

Technologies Used: Android SDK, JSON, XML, Smack, OpenFire.

Responsibilities:

- Develop core functions.
- Implement interaction features with the server.
- Test and fix bugs.
- Modify build definition for various build definition (development/test build definition).

- 2015/1 – 2015/03: Android Developer

Project: NGTV - Kids Video Player

Project Description:

A video player application for kids with unique UI and UX, used for integrating into another app.

Domain: Entertainment

Team size: 2

Technologies Used: Android SDK, Sprite Sheet, XML, Custom UI, Animation, DiskLruCache, BitmapCache.

Responsibilities:

- Implement UI functions.
- Modify build definition for various build definition (development/test build definition).

- **2014/8 – 2014/12: Android Developer**

Project: Customer Assets Management System

Project Description:

Build an assets management system using J2EE and Android. This application is used for managing assets of customer, make it easier for user to manage and track. This system can work as a web-based application as well as an Android application.

Domain: Management

Team Size: 3

Technologies Used: Android SDK, JSON, Volley Library, Pull to refresh Library, REST, LDAP.

Responsibilities:

- Develop UI functions.
- Implement integration features with Exchange ActiveSync Server.
- Participate in testing and bug fixing.
- Modify build definition for various build definition (development/test build definition).

- **2014/07 – 2014/07: Android Developer**

Project: Karaoke Lookup

Project Description:

Build an application to lookup song's karaoke code by enter song's name, author, singer or lyrics. The application can work with Arirang, California or MusicCore karaoke system. Application supports voice searching for English songs.

Domain: Entertainment

Technologies Used: Android SDK, SQLite, Pull to refresh Library, Volley Library, Android Studio.

Responsibilities:

- Develop UI functions.
- Implement voice search functions.
- Participate in testing and bug fixing.

- **2013/01 – 2013/08: Android Developer**

Project: Advanced Hotspot Project

Project Description:

Build a hotspot application with advanced functions to improve Android hotspot's security and functionalities. It allows user to control client's access, configure DHCP Server, URL filter and data plan. This app also protects hotspot's network from DoS Attack.

Domain: Communication

Team Size: 2

Technologies Used: Android SDK, Linux, SQLite, Eclipse.

Responsibilities:

- Develop core functions.
- Implement Linux's applets on Android.
- Test and fix bugs.