

TRẦN QUỐC NGUYỄN

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PERSIONAL DETAILS

Date of Birth: August 05, 1992

Gender: Male

Marital Status: Single

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OBJECTIVE

- To be a good staff.
- Try to learning as much as possible and doing my best in order to accomplish my task.
- To have good opportunities to get promotion in my job.
- Develop my skills with development of company,I want to prove myself.

EXPECTED POSITION:

Adroid developer.

EXPERIENCE

- 2 years experience in freelance developer
- AsiaPlus Inc (1 years)

PROJECTS

● **QandMe:**

-Link CH Play:

<https://play.google.com/store/apps/details?id=com.owner.asiaplus>

-Describe: This project is a system about survey. User can answer the survey, then, they get the point, when they get above 500 points, they will be receive a gift.

- Technology to be used in this project: Rest API, ImageLoader, App Introduction, View Pager Adapter, File Cache, Memory Catch.

-Achivement:

+ How to construct app with multi-tiers.

+ How to write app with high performances.

● **Socket Drawing:**

-Describe: This project includes server and client. When client draws the shape, it will send data (of the shape) to server via socket, and server also draw this shape.

- Technology to be used in this project: Socket, Touch draw.

-Achivement:

+ How to connect to 2 app in android via socket.

+ How to use finger to draw a shape.

● **SMIS Client (Android Project)**

-Describe: This project is android client, connect to server via restful webservice.

- Technology to be used in this project: Rest API - webservice, Map location, SQLite, Http Protocol, Service, Broadcast Receiver.

- Achievement:

- + How to connect to web service, download and upload data.

- + How to design dynamic layout view such as: ListActivity, ListView, TabActivity, TableView,....

- + How to use Map Location Service, SQLite

- + Design complex layout with XML.

- **Internet Shop Management:**

- Describe: This project includes client and server, server is a program manage informations of all client.

- Technology to be used in this project: Socket, Server-client, P2P, MySQL.

- Achievement:

- + How to use socket to connect between client and server.

- + How to send and receive data via socket.

- **Money manager:**

- Describe: This project manage all information of your money.

- Technology to be used in this project: SQLite.

- Achievement:

- + How to create some method with database such as: create, read, update, delete,... to interact with data.

- And some game such as: 3D snake, Chicken and Eggs.

SKILLS

- § .NET programming- 4 years.
- § XML design for layout in Android - 4 years.
- § . Java programming- 4 years. (Socket, Multithreading, Reflection, ClassLoader, JNI,..)
- § Network programming - 4 years. (Socket, Http ,protocol, web service,...)
- § Android programming. - 2.5 years. (Activity, Intent, Provider, Broadcast Receiver, Service, Fragment,...)
- § C++ programming - expert - 4 years.
- § Web client-side(HTML/CSS/Javascript-Jquery)
- § Object - Oriented Programming
- § Design UML, design pattern
- § Independent or team work
 - English skills: spoken, read and written (so so)

EDUCATION

2010 - 2014

HCM University of Technology, Vietnam

Subjects studied :

- § Operating Systems : Window and Linux
- § Programming languages : C, C++, C#, Java.
- § Computer graphic programming.

§ Data struct and Algorithm.

§ Databases : MySQL,oracle,SQLite.

§ Mobile device system

§ And subjects : Object - Oriented Programming(using C# and Java), UML design, Basic Design Pattern.

§ After once subjects I must make a project for close.

INTERESTS

- Football, Swimming, Gym , Music .