Nguyen Van Quang
Project Manager
Senior Software Developer

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SUMMARY

5-year experience of developing Android application.
3-year experience of developing games for Android/iOS and other platforms using Unity
4-year experience of designing and architecting network infrastructure.
1-year experience of developing web application (frontend and backend)
1-year experience of developing network/socket application.

WHAT I CAN DO

Develop Android app and game by using Android Studio and Unity
Develop game for multiple platform using Unity: Android, iOS, HTML5, Windows Phone, PS4, Xbox, Tizen, Fire OS …
Communicate directly with customer in English for getting requirements, making proposals and everything related to the project.
Leading and training team members.
Project management, planning and resources management.
Experienced in designing network, setting up and maintaining CentOS servers.

TECHNICAL SKILLS

Operation Systems:	Windows, Ubuntu, CentOS, MAC OSX, Android, Windows Phone 8.
Databases:	MySQL, SQLite, Realm.io
Languages:	C/C++/C#, Java, Javascript, XML, XAML, SQL, PHP, Ruby, HTML, CSS
Development Tools:	Unity 2D/3D, Android Studio, Visual Studio, Eclipse, Netbean, Subversion, LAMP, WAMP, Google App Engine. Git
Game Development Framework:	ORK Framework for Unity, Honey Hex Framework for Unity.
Productivity Tools:	MS Office, MS Project, MS Visio, Adobe Acrobat Professional
Management tools	Jira, Redmine.

Soft Skills:

Communication & Management
TOEFL iBT certified

EDUCATION

2007-2011   TROY UNIVERSITY – Main campus: 600 University Ave, Troy, AL 36082, United States
                            HCMC campus: 180 Cao Lỗ, Ward 4, District 8,, HCMC, Vietnam
             Bachelor of Applied Computer Science

2002-2004   UNIVERSITY OF SCIENCE – 227 Nguyễn Văn Cừ, District 5, HCMC, Vietnam
             Bachelor of Information Technology.

Key Skills

Proficient with English and Information Technology:

- English proficiency with TOEFL iBT certified (80 pts)
- Knowledge in:
  - Unity 2D/3D Game Development (experienced)
  - Java and Android Development (experienced)
  - PHP and Web Development (experienced)
  - Javascript, JQuery, and Ajax
  - MySQL
  - Web Service
  - C/C++
  - Windows Phone 8 (intermediate)
- Professional level of knowledge in Computer Network and Information Technology:
  - CCNA Certified
  - CQS-CFS Firewall Specialist
  - SNRS Secure Computer Network
  - IPS Intrusion Prevention System
- Familiar with Windows/Ubuntu/CentOS. Experienced in setup and deploying CentOS-based server.
- Can handle all kind of problems (technology related, as a R&D team member and System Integrator)

Programming Skills

- Java:
  - Core Java
  - Network/Socket Programming
- Unity 2D/3D game development
- Android
  - SDK
  - C and JNI
  - Web Service (KSOAP/RESTful)
- PHP
  - Familiar with Code Igniter framework, MVC model
  - Streaming video using HTML5/Flash
- C/C++
  - Network/Socket Programming
- C# (Windows Phone 8 - intermediate)

PROFESSIONAL EXPERIENCE

ARIS VIETNAM– HCMC, Vietnam
Project Manager - Senior Android Developer, 12/2015 to present
- Lead Unity team for creating 2D/3D games:
    - Iine Zombie (preparing to uploading to store, client: NANAME Co. ltd, Japan)
    - Monopoly (not published to Play Store yet)
    - Magic: Tale of seven rings (during development)
    - Abbot Similac games event (event game, not published to Store)
- Maintenance MediaPlayer project from Memory-Tech Corp, Japan.

Key Results:

Got positive feedback customer.

LARION COMPUTING– HCMC, Vietnam
Project Manager - Senior Android Developer, 1/2014 to 12/2015
- Join DENSO Car Automation project, using Bluetooth Low Energy as communication protocol. Developing BLE Security software for receiving data and controlling the car from app.
- Project Manager for Mobile Android apps: Social Network Apps, Agento Real Estate, SnappCV ...
Key Results:

Got positive feedback customer.

FPT SOFTWARE– HCMC, Vietnam
Senior Android Developer, 9/2012 to 1/2014

- Technical Lead for Android SmartTV - SetTopBox projects from Toshiba. Develop social network app on Android SmartTV-SetTopBox: Chat, Image sharing, COOP Online shopping ...

- Lead Android team to develop BookPlace(using native libs from ACCESS Company, JP http://www.access-company.com) eBook Cloud App on Android for Toshiba (BookPlace http://bookplace.jp).
- Joined developer team to develop Reader App for BookPlace Mono (similar to Amazon Kindle eInk version), Japan market.
Key Results:

Got positive feedback from Toshiba and customers, acquired another project (on-going) from Toshiba.

NAHI JSC– HCMC, Vietnams
http://nahi.vn/
Software Developer, 11/2011 to 9/2012
- Developed multimedia web applications and web services for Android.
- Developed customized VoIP service based on both open source and custom implementation (from scratch).
- Developed VoIP clients for Android.
Key Results:

Successful to implement multimedia web applications and services which has more than 10.000 customers (at this moment, still growing).

Successfully developed VoIP system which is used as based communication network for internal use (inside company) and for sales activity (e.g. communicate with customer)

SAIGON INSTITUTE FOR TECHNIQUES AND TECHNOLOGY (SAIGONCTT)– HCMC, Vietnam
http://www.saigonctt.com.vn/eng/aboutus
Technical Team Leader, 2/2005 to 7/2007

- Designed and implement network topology in the lab according to training course's requirements, including VoIP system for mobile devices.
- Developed tool (Apollo packet forger) to support for TCP/IP and Security courses (using C and WinPCAP library).
- Transfer required knowledge to Instructors to handle the lab.

Key Results:

Successful to design/implement network system at small/medium scale.

Got positive feedback from Instructors about developed tool.

NOTABLE PROJECTS

BookPlace for Android	BookPlace on Android. Link: https://play.google.com/store/apps/details?id=com.toshiba.ebook.reader
BookPlace Mono	BookPlace for BookPlace Mono: similar to Amazon Kindle. Bundled on BookPlace Mono. Cannot be installed on other devices (phone, tablet…). Link: http://www.eink.com/customer_showcase_bookplace_mono.html
line Zombie	Casual game, targeting young woman (preparing to uploading to store, client: NANAME Co. ltd, Japan, PlayStore/AppStore link will be updated later).
Monopoly	Chess game, supporting multiple play mode: player vs. AI, player vs. player ((not published to Play Store yet. Link will be updated later)
Magic: Tale of seven rings	3D fantasy game. During development. Demo is available.
Abbot Similac games event	Series of games for Similac Game Event. Not available online.
MediaPlayer	Media player project for Android from Memory-Tech Corp.
NAHI Voice Proxy Server	VoIP Proxy Server (similar to OpenSIPS and Kamailio but simpler), using Java.
NAHI Voice Client	VoIP Client (similar to Viber and Skype, also simpler) on Android using Android SDK.
NAHI Softphone	VoIP SIP Client (using the open source CSipSimple) for use with Asterisk. Preinstalled on NAHI devices. Link for reference: https://play.google.com/store/apps/details?id=com.nahi

Asterisk Server	Compile and build Asterisk from source. Deploy ARA (Asterisk Real-time Architecture) which is capable to support more than 50.000 VoIP users, using MySQL as database. Integrate with Active Directory to authenticate users.
NAHI Cloud	Dropbox-like service to provide cloud storage for NAHI's customers. Based on OwnCloud open source project.Supports web based and Android client. Instant Upload (for images) also supported on Android devices with camera.
CuaHangPhim.com	Online film web service, using PHP (Code Igniter framework). Using various techniques: Ajax, JQuery, HTML5, and Flash ....Deployed on CentOS using LAMP stack by myself. Database: mySQL 5.4 (also designed and deployed by myself)
Chinese Easylearn	Android app to teach user Mandarin Chinese. Projects include Audio, Animation (GIF), Web service to authenticate/provide content on request, MySQL, PayPal Payment Library for Android. Suspended due to server cost (its free). Planned to resume in near future, using GAE to reduce cost
Apollo Packet Forger	Packet forger tool, penetration testing tool. Send frame and packet over Ethernet and TCP/IP, from layer 2 up to layer 7.