

# Kily Nhan

## Software Engineer

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### Profile:

Software engineer with self-determination and strong ability in implementation in project's feasibility and design, as well as in collaborate in teamwork to meet project specification. Strong understanding in programming languages: C, C++, C#, Java and problem-solving skills.

### Highlight:

- Experienced in professional software development and in developing applications using design architectures, MVC, Object Oriented Programming
- Experienced with mobile app development with 1 years in iOS development and 1 year in Android development
- Developed working software systems with efficient design patterns to increase the performance and reusability of the software
- Extensive experienced code quality, user interface designs, debugging, and problem solving
- Good skills in performing Unit testing and integrations testing
- Skilled in maintaining and improving existing software to meet new requirements and deliver working products
- Excellent in communication, analytical skills
- Collaborated well in team projects and distributed quality of works

### Technical skills:

Languages	:	C, C++, C#, Java, Python, Swift, HTML , JavaScript, CSS
.NET Technologies	:	C#.Net, C++.NET, XNA
Software testing	:	Unit testing, integration testing, performance, stress testing
Database	:	PostgreSQL, SQL
Design Patterns	:	Object-Oriented design principles, Factory, Abstract Factory, Builder, Decorator, Composite, Model View Controller
IDE/Utilities	:	Visual studio, GitHub, Eclipse, Android Studio, Xcode
Platforms	:	Windows, Unix/Linux, Mac OS, iOS, Android
Methodologies	:	Agile, Test Driven Development(TDD), Software Development Life Cycle (SDLC)

### Professional Summary:

**Client:** Psychology Department, Washington State University, Pullman, WA

**(Feb-Dec 2017)**

**Role:** iOS Developer

**Project:** Estimote App for iPhone and iPad

Enables psychology staffs to capture movement logs that are being broadcasting live from estimate sensors and give researchers a better understanding of living routine of elderly adults.

### Responsibilities:

- Designed and developed an iOS app, Estimote App, using Xcode Swift3
- Customized user interface and layout for user-friendly
- Maintained the app up to date with Apple changes

- Added necessary features to make sure data is stored successfully
- Implemented python script to parse JSON files into a readable format
- Attended weekly meetings to report progresses and discuss new functionalities

#### **Environment:**

Swift3, Xcode, Python, Max OS, iOS

#### **Academic Projects :**

- Collaborated in MobileHealthEMA project for capstone project (**3<sup>rd</sup> place**, 5- people team) **(Jan-Dec 2017)**
  - Developed services for an Android app to retrieve data/survey questions and send answers back to server
  - Established app notification for iOS and Android app
  - Supported teammates on developing and driving the project forward
- Successfully built BH-STG: Bullet Hell Shooting Game & Level Interpreter (4-people team) **(Aug-Dec 2016)**
  - Implemented factory design pattern, XNA framework, modified exiting code to meet the project specification, resolved merging conflicts
- Developed music manager, manage bank account in C++ (1-person team) **(Summer 2015)**
  - Applied single/double linked list,
  - Created friendly user interface in window console application

#### **Education :**

**Washington State University, Pullman, WA**

**(Aug 2012 – Dec 2017)**

Bachelor of Science in Computer Science

French Profession Major

**Key courses:** Advanced Data Structure ~ Software Design & Architecture  
 Computer Security ~ Artificial intelligence ~ System Programming C/C++  
 Software Engineering Principle I&II ~ Design & Analysis Algorithm ~ Database System  
 Mobile App Development iOS ~ Web Development

#### **References:**

Available upon request!