

CANDIDATE ASSESSMENT REPORT

POSITON: ANDROID ENGINEER NAME: NGUYEN TIEN HOANG

GENDER: MALE DOB: 21/09/1989

Start working date: Negotiate

I. WORKING EXPERIENCES IN DETAIL

SUMMARY

- 8+ years working experience in IT field, focusing on software analysis, design, development and project management
- 5+ years working experience with Japan client
- Experience as a freelancer
- Self-developed product on the Play Store

WORKING HISTORY

> October 2015 - current: Extreme Vietnam Company Limited (ALTPLUS Vietnam)

Position: Android Leader

Main responsibilities:

- Programming Android application, manage team.
- April 2014 September 2015: VietSoftware International, Inc.

Position: Senior Software Engineer

Main responsibilities:

- Programming mobile application on Android and Swift



March 2012 - March 2014: Fruity Solution Ltd

Position: Android Leader

Main responsibilities:

- Manage Android project, communicate with client

November 2011 - February 2012: SETA:CINQ Vietnam

Position: Android Game Developer (Internship)

Main responsibilities:

- Programming game on Android platform

> October 2010 - August 2011: Sunnet ICT Solution

Position: Java Game Developer (Internship)

Main responsibilities:

- Programming game on J2ME platform

OUTSTANDING ACHIEVEMENTS:

May 2014: The second prize Mobile Hackathon 2014.

http://c4r.hatch.vn/

Top 10 finalist in Code for Resilience International 2014

http://www.codeforresilience.org/app/disaster-resilience

> January 2014: Top seller on Chupa Mobile (Template application & website Market)

http://www.chupamobile.com/blog/2014/02/04/chupamobile-top-app-developers-ho-cuong-and-histeam-projectemplate/

November 2013: The second prize Mobile Hackathon 2013

https://www.techinasia.com/mobile-hackathon-vietnam-2013/



❖ PRIMARY PROJECTS

Time	May 2020 - Present
Company	Extreme Vietnam Company Limited
Position	Android Leader
My responsibilities	Manage Android team (4-5 persons) Create base project, research solution Review source code, ensure the quality output from the team
Project Descriptions	An e-commerce application for customers who buy goods at a supermarket chain of an organization. Application to manage user information, card information. Other functions: Charge points, rewarding and receiving points, receiving promotional news, campaigns, viewing and searching store information. Save and use discount coupons.
Languages used	Kotlin (Android)
Technologies used	- Clean Architect, Dagger 2, MVVM, Rx - Firestore, FCM, Crashlytics - Google map - Retrofit, Okhttp - Room, Paging, Navigation - App Flyer tracking - Biometric - Custom chrome tab

Time	February 2020 – April 2020
Company	Extreme Vietnam Company Limited
Position	Leader
My responsibilities	Create base project Develop feature stream by using Web RTC Develop in-app purchase Amazon
Project Descriptions	A reward grabbing game developed for Android TV. There are hundreds of prize claw machines located in the center. You just need to be at home, controlling directly on the TV screen to perform the reward pick-up. This is an interesting game.
Languages used	Kotlin (Android TV)
Technologies used	- MVP



- Web RTC

Time	April 2019 – January 2020
Company	Altplus Vietnam Company Limited
Position	Android Leader
My responsibilities	 - Manage Android team - Developed map feature for buildings. - Construction of equipment arrangement algorithm in buildings - Develop features to graph data, humidity data, temperature of indoor rooms Build database - Handling flow when the app receives push notification - Development of device control screens, device information processing
Project Descriptions	An application management smart home. Users use the app to directly control or schedule smart devices in the home. App displays detailed information about the house and devices
Languages used	Kotlin (Android)
Technologies used	- Clean Architect, MVVM - Kotlin native (Cross Platform) - Realm Database - Navigation, Coroutine, FCM - Draw map in-house

Time	May 2018 – March 2019
Company	Altplus Vietnam Company Limited
Position	Android Leader
My responsibilities	 Build database on Firebase Develop login feature Developing chat and notification features Develop features on personal pages: Upload photos, create personal information, organize information Optimized database cache when using Firebase
Project Descriptions	 The social networking application supports users to exchange business cards or information related to work, events, shared topics. Users can chat in private chat groups, or general chat groups by topic.



	 Friend function can be done via QR code or through search function. The profile page has functions for creating photo albums, creating and organizing personal information. Other functions: Charge points, rewarding and receiving points, receiving promotional news, campaigns, viewing and searching store information. Save and use discount coupons.
Languages used	Dart (Flutter)
Technologies used	- Flutter, BLoC Pattern - Firestore, Firebase realtime database, FCM

Time	July 2017 – January 2018
Company	Altplus Vietnam Company Limited
Position	Android Leader
My responsibilities	Application shopping at the supermarket Show list of products, buy products, pay
Project Descriptions	 Create cart, checkout Coupon list and use coupon User information, point information and purchases in the user's store Integrated processing of Google Map, Google Vision QR Code, Finger print Investigate Google Analytics data.
Languages used	Kotlin (Android)
Technologies used	- MVP - Retrofit, Google Map, Google Vision, Google Analytic, Biometric

Time	June 2016 – April 2017
Company	Altplus Vietnam Company Limited
Position	Android Leader
My responsibilities	 Front-end development Develop payment and notification functions Development of board creation and editing functions Database and data management in the app
Project Descriptions	Social network photo album application. The application allows users to create their own albums, which can be shared with friends or the whole community.



	Friends can comment, love albums. Users can participate in contests organized by admin, follow celebrities using the board
Languages used	Java (Android)
Technologies used	- MVP - Retrofit, Okhttp - FCM, In-app purchase, Crashlytics - Edit photo- Custom chrome tab

Time	August 2014 – October 2015
Company	VietSoftware International, Inc
Client	IBM
Project Name	Catalyst iOS
Position	Developer
My responsibilities	Reading and understand document. Design UI for demo the pattern. Coding.
Project Descriptions	 This is a collection of iOS native patterns. It demo all features and pattern in iOS and is reused code for IBMer in other project. BasicPatterns: Get devices information, display and play multimedia, sendmail Native Pattern: Capture Media, Push notification, Map, Encrypt data, Compass, Touch ID Enterprise Pattern: Using IBM Bluemix Cloud to push notification, interact with data base: mongoDB, SQLDB
Languages used	Swift iOS
Technologies used	Cocoapods, Bluemix, auto layout, all native function in Swift.

Time	September 2014 – January 2015
Company	VietSoftware International, Inc
Client	Cookpad Diet Lab
Project Name	Diet Weight Record



Position	Developer
Link	https://play.google.com/store/apps/details?id=jp.cookpad.dietlab.hakaru
My responsibilities	Reading and understand document. Research formula about health. Coding.
Project Descriptions	Base the weight and height user's, app will show some diet process for them. Daily, it displays a graph about the change of their weight and height. User can input their information directly and see all in the graph. This app is for the purpose of assisting in the diet does not guarantee weight loss
Languages used	Java (Android)
Technologies used	SQLite, Animation UI, Notification, Webservice, Canvas, Charting.

Time	June 2014 – August 2014
Company	Freelancer
Client	Table Cross http://tablecross.com/
Project Name	Table Cross
Position	Developer
Link	https://play.google.com/store/apps/details?id=com.gip.tablecross
My responsibilities	Communicate with client, manage project, coding.
Project Descriptions	Table Cross is a restaurant application. This application is part of the charity of the World Food Programme, "UN WFP". Main feature: • Search and show restaurants by location, by name, by distance. • Search and display the food. • Make a reservation. • Manage user information. Scoring system for users and programs to create children's charities
Languages used	Java (Android)
Technologies used	SQLite, Animation UI, Google Map version 2, Notification, Webservice, Facebook SDK, Twitter.

Time	May 2014 – Present



Company	Freelancer
Client	MMPB Digital http://www.manmanpemba.com/
Project Name	Manman Pemba
Position	Developer
Link	https://play.google.com/store/apps/details?id=mng.app.manmanpemba
My responsibilities	Communicate with client, manage project, coding.
Project Descriptions	An application contains location and event. Find local businesses: restaurants, bakeries, coffee places, hotels, boutiques, supermarkets, etc Rate and review local places. Discover events, parties, expo, happy hours, concerts happening today or later. Check-in at your favorite locations to receive exclusive offers. Explore pictures of beautiful places & things to see in Haiti. Search, find and call thousands of local businesses, in a simple and convenient way. Browse thousands of reviews added by locals and visitors, to know what's hot in Haiti
Languages used	Java (Android)
Technologies used	Google Map version 2, Notification, Web service, Facebook SDK, Twitter

Time	March 2014 – April 2014
Company	VietSoftware International, Inc
Client	VTV6
Project Name	VTVi
Position	Developer
Link	https://play.google.com/store/apps/details?id=com.gip.tablecross
My responsibilities	Communicate with client, manage project, coding.
Project Descriptions	Interactive television project (deploy on VTV6 channel). Base function: watch TV, view TV' schedule and interactive function: Facebook, join direct in some mini gameshow, display some information of person on TV (single, MC, actor, football player), chat



Languages used	Java (Android)
Technologies used	SQLite, Animation UI, Sliding Menu, Google Map version 2, Notification, Webservice.

Time	October 2013 – March 2014
Company	Fruity Solution Ltd
Client	4G Secure (France)
Project Name	EatSushi
Position	Leader & Developer
Link	https://play.google.com/store/apps/details?id=com.goswiff.eatsushi
My responsibilities	Communicate with client, manage project
Project Descriptions	This is an application that help users search foods, view information and order in Eat Sushi restaurant. http://www.eatsushi.fr/ • View food list. • Manage order and favorite restaurant by user account. • Order at home. • Call and order menu.
Languages used	Java (Android)
Technologies used	SQLite, Animation UI, Sliding Menu, Google Map version 2, Notification, Webservice.

Time	April 2013 – March 2014
Company	Fruity Solution Ltd
Client	Many
Project Name	Project Template
Position	Leader & Developer
Link	http://www.chupamobile.com/author/ProjecTemplate
My responsibilities	Manage Android template project, communicate with client. Programming project. Sell template on Chupa mobile and custom them follow customer's request.



Project Descriptions	Template Project is applications demo main function, basic function with
	demo data. It was designed to easy custom follow customer's request./
Reference	Music App
	http://www.chupamobile.com/android-music/music-mp3-android-
	app-9444
	Photo Album
	http://www.chupamobile.com/android-app-templates/photo-album-
	android-app-pro-version-2812
	Restaurant
	http://www.chupamobile.com/android-full-applications/restaurant-
	reservation-android-app-6111
	Flight Book Ticket
	http://www.chupamobile.com/android-app-templates/flight-app-
	template-for-android-1584
	News
	http://www.chupamobile.com/android-full-applications/news-app-
	template-for-android-1516
Language Programming	Java (Android)
Technologies used	Google Map version 2, Notification, Web service, Facebook SDK, Twitter,
	JSON, Streaming video.

Time	September 2012 - March 2013
Company	Fruity Solution Ltd
Client	4G Secure (France)
Project Name	My Kool Diner
Position	Developer
Link	http://m.downloadatoz.com/apps/com.fgsecure.kooldinner.app,314767.html
My responsibilities	Coding and communicating with Client
Project Descriptions	MyKoolDiner is a mobile application which helps people organize a party or a meal by simple actions on their mobile phones
Languages used	Java (Android)



Technologies used	Webservice, Animation UI, JSON Data, SQLite.

Time	July 2012 - October 2012
Company	Fruity Solution Ltd
Client	Zigma (VN)
Project Name	VTC News
Position	Developer
My responsibilities	Provide solution, core framework, coding.
Project Descriptions	Application for read news, listen to music, watch online video, TV for Zigma Company.
Languages used	Java (Android)
Technologies used	Webservice, SQLite, JSON Data, Streaming TV, Video.

Time	April 2012 - December 2012
Company	Fruity Solution Ltd
Client	4G Secure (France)
Project Name	Ujoolt (http://ujoolt.com/)
Position	Developer, Team leader
Link	https://play.google.com/store/apps/details?id=com.ujoolt.app
My responsibilities	 Communicate with customer. Manage project Provide solution, core framework. Main coder.
Project Descriptions	Ujoolt is the first service providing full information on a mobile device about what is happening around you depending on your current location. Main function: • Information is everywhere. • Update information real time. • Ujoolt makes information available by promoting its proximity, making it more relevant and appropriate.
Languages used	Java (Android)



Technologies used	Google Map, GCM (Notification), Webservice, JSON Data, SQLite.

II. QUALIFICATION IN DETAILS

- July 2007 July 2012: Hanoi University of Science Technology, Vietnam.
 Engineering, Information Technology
- February 2010 August 2010: Bach Khoa Information Technology Academy BKACAD Sun Certified Java Developer
- **❖** June 2020: AND-401 Android ATC Certification

III. SKILLS

INFORMATION TECHNOLOGY SKILLS				
Experiences	0: 0 month	2: 6-12 months	4: 2-5 years	
	1: 1-6 months	3: 1-2 years	5: > 5years	
Expert levels	1: Beginner level	3: Sometimes have to use manuals	5: Expert level	
	2: Always have to use manuals	4: Can solve problems		
Language	Experiences	Expert level	Last Used	
Swift iOS	2	2	2015	
Android	5	5	2021	
Flutter	3	4	2021	
Photoshop	4	4	2021	