




Lưu Hồng Sơn

iOS Developer



CONTACT INFORMATION

 17/07/1991

 Male

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 Hanoi, Vietnam



OBJECTIVE

- Work in a comfortable environment and get a suitable salary with abilities.



INTERESTS

- Photography
- Football



EDUCATION

Oct 2009



March 2014

POSTS AND TELECOMMUNICATIONS INSTITUTE OF TECHNOLOGY (PTIT)

Major: Information Technology

GPA: 7.1/10



WORK EXPERIENCE

2014



August 2017

SAMSUNG VIETNAM MOBILE R&D CENTER (SVMC)
macOS/iOS Developer

- Develop macOS/iOS project for company's products.
- Manage sub-tasks...
- Training new members (iOS, macOS, Objective-C, Swift)..
- Improve algorithm solved skill.
- Improve English Skill (reading, writing).

August 2017



Jul 2019

VIETIS SOFTWARE CORP.
Senior iOS Developer

- Develop/maintain iOS project for Japan customer.
- Achievements and skills gained:
- Can work under high pressure.
- Increase communication skills.
- More clearly about software development process.
- Leading skills (for small team).

August 2019



February
2020

RIKKEISOFT
Senior iOS Developer

- Develop/maintain iOS project for Japan customer.
- Achievements and skills gained:
- Increase communication skills.
- More clearly about software development process.
- Leading skills.

February
2020



Present

BIDV (DIGITAL BANKING CENTER)
Software Developer (Mobile, Backend)

- Develop/maintain mobile project for BIDV (Android - Java).
- Develop backend side for internal project for BIDV (Spring Boot - Java)



SKILLS

TECHNIQUE SKILLS:

IOS:

- Programming with iOS, macOS using both Objective-C and Swift in 6 years.
- Can build base application (MVVM - RxSwift, MVC, MVI with Redux) with networking layer.
- Can optimize performance of application (memory leak, retain cycles, using thread in a proficient way.
- Using Realm, SQLite, Core Data, FMDB.. in proficient way.
- Have a deep understanding about Protocol Oriented Programming.
- Have good understanding about Threading
- Experienced in Unit Testing, UI Testing
- Have base knowledge in Inversion of Control (DI with Swinject).
- Have base knowledge in Google Services (Cloud Firestore, MLKit, Firebase Cloud Messaging..).

TECHNIQUE SKILLS:

ANDROID:

- Programming with Android (Java) in above 1 year
- Have base knowledge about Android (Kotlin).
- Using IDE and coding skills incompetent way.
- Can use additional libraries and learning new framework quickly.

FLUTTER:

- Have base knowledge about flutter (Material Components widgets, networking, JSON..).

SOFT SKILLS:

- Have good attitude and responsible with work.
 - Enthusiastic with colleague.
 - Have good leading skill (for small team).
 - Can face and resolve problems.
 - Can work under high pressure.
 - Have good English skill (speaking, writing, reading)
- TOIEC ~750



PROJECTS

2014



2017

SIDESYNC (2014 - 2017)

B2C product - This is the app on Mac OS that helps connect and synchronize between PC/macOS and mobile devices

- **Teamsize:** 8
- **My position:** Developer, sub-leader
- **My responsibilities:** Analysis and design, Development, Optimize code, Bug Fixing
- **Technologies used:** Cocoa framework, Objective-C,

and additional libraries (socket, multimedia).

2014



2017

B2C product - This is the app on Mac OS that helps backup- transfer data between MacOS and Samsung's devices.

- **Teamsize:** 8

- **My position:** Developer

- **My responsibilities:** Analysis and design, Development, Optimize memory (Non ARC project).

- **Technologies used:** Cocoa framework, Objective-C, and additional libraries (socket, multimedia).

8/2017



Jan 2018

UUUM

iOS app with location and health kit frame work.

- **Teamsize:** 3

- **My position:** iOS Developer.

- **My responsibilities:** Analysis source code, Development, Optimize code, Bug Fixing.

- **Technologies used:** Swift 2, Motion Service, Fabric/Crashlytics,..

Jan 2018



Jun 2018

LIFENET MYPAGE APP

iOS app provide login service using Biometric to access into insurance system

- **Teamsize:** 1

- **My position:** Developer.

- **Technologies used:** - Swift 3, WebKit, MVVM, RxSwift

Jun 2018



August 2018

CAMERA IOS

Updating auto layout / size classes for customer's camera system.

- **Teamsize:** 3

- **My position:** Developer.

- **Technologies used:** - Swift 3, SnapKit.

August 2018



Feb 2019

CQMS

iOS app provide service to test concrete quality (Test, approve, view result)

- **Teamsize:** 3

- **My position:** Sub-Leader, Developer.

- **Technologies used:** - Swift 4, MVVM, RxSwift, REST (RxAlamofire).

Feb 2019



present

LIGHT EQUIPMENT

iOS app provide service for manage light system in buildings.

- **Teamsize:** 2

- **My position:** Developer, Team Leader.

- **Technologies used:** - FMDB, Swift 4, Core Graphics, XCTest

August 2019



October 2019

STNET

iOS app provide service for manage instrument system

- **Teamsize:** 6

- **My position:** Developer, Sub-Team Leader.

- **Technologies used:** - Realm, Swift 4, Core Graphics, XCTest

August 2019



November
2019

SMART QUẢNG NINH

iOS utilities app for Quang Ninh's people

- **Teamsize:** 8
- **My position:** Developer.
- **Technologies used:** Swift 4, REST.



iOS camera remote app for

- **Teamsize:** 4
- **My position:** Team Leader, Developer.
- **Technologies used:** Swift 4, XCTest.

February
2020



Present

Mobile app for provide utilities for BIDV's customers.

- **Teamsize:** 4
- **My position:** Android Developer.
- **Technologies used:** Android - Java, Espresso/UIAutomator for test.

February
2020



Present

Implement backend's services for internal projects.

- **Teamsize:** 4
- **My position:** Developer.
- **Technologies used:** Spring Boot - Java.

2015



Create personal projects (for app store and learning new technologies)

- **Technologies used:** SwiftUI, Flutter, Firebases..