



Dung Xuan Ho

Mobile Developer

Highly responsibility, willingness to learn new things, independent working and positive teamwork attitudes. With the knowledge and skills which I learnt in university and the experience of Flutter, Swift, I want to become part of your mobile development team to create products together.



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SKILLS

Flutter

Swift 4

Firebase

JavaScript

NodeJS

HTML

CSS

MongoDB

MySQL

C/C++

C#

INTERESTS

Reading books

Listening to music

Traveling

EDUCATION

Bachelor of Software Engineering HCMVNU - University of Science

09/2015 – 05/2019

GPA: 7.96

EXPERIENCE

Fast Store - Freelance project (04/2019 – 05/2019)

- ▣ Built front-end for department store.
- ▣ Using Firebase to push notification.
- ▣ Tech stack: Flutter, Firebase Cloud Function and Cloud Messaging.

Success Hunter - Thesis project (09/2018 – 04/2019)

- ▣ Developed an application to support self development process using Gamification method.
- ▣ Tech stack: Flutter, Firebase service (Firestore, Cloud Function, Cloud Messaging, Cloud Pub/sub).
- ▣ Apple App Store: itunes.apple.com/us/app/success-hunter/id1451431732?mt=8.
- ▣ Google Play Store: play.google.com/store/apps/details?id=com.hoxuandung.successhunter.

Kanbanize - Course project (04/2018 – 07/2018)

- ▣ Developed an application to manage todo list with Kanban method on iOS.
- ▣ Tech stack: Swift 4, Core Data.
- ▣ Repository: github.com/PeterHo249/KANBANize.

Rex Shop - Course project (04/2018 – 07/2018)

- ▣ Built a camera and accessory shop website.
- ▣ Tech stack: Expressjs with HandlebarsJS, MongoDB.
- ▣ Repository: github.com/PeterHo249/rexshop.

Yame Shop - Course Project (04/2018 – 07/2018)

- ▣ Developed a cloth shop website with pure NodeJS and xml file.
- ▣ Tech stack: NodeJS, xml data file.
- ▣ Repository: github.com/PeterHo249/yameshop.

Quick Note - Course Project (12/2017 – 01/2018)

- ▣ Developed a note tool for Windows, using hotkey to add note. It's written in C/C++ and Win32 API.
- ▣ Tech stack: C/C++, Win32 API.
- ▣ Repository: github.com/PeterHo249/quicknote.

Five in a Row game - Course Project (12/2016 – 01/2017)

- ▣ Developed five in a row game can be play on console screen. It provide 2 play mode: person-vs-person and person-vs-computer.
- ▣ Tech stack: C/C++.
- ▣ Repository: github.com/PeterHo249/five_in_a_row.