



VU DANG

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SUMMARY

I am currently a freelance iOS mobile developer looking specializing in Swift, but have knowledge in Java, C++, and Objective C. I have a year of hands-on experience building several mobile apps. My forte is front-end. I am passionate about writing elegant code, and building an awesome user interface.

TECHNOLOGY USED

- | | | | |
|--------------|-------------------|--------------------------|--------------------|
| • Xcode | • Object Oriented | • Grand Central Dispatch | • Storyboard |
| • Swift | • MVC | • Multithreading | • Auto Layout |
| • Native iOS | • MVVM | • AVFoundation | • UITableView |
| • Cocoa | • UIKit | • Web requests | • UICollectionView |
| • Touch | • Core Data | • NSURLSession | • Unit Testing |
| • RESTful | • Core Location | • NSOperationQueue | • Firebase |
| • JSON | • Map Kit | • Push Notification | • In-App Purchases |

WORK

Zazn

January 2017 - May 2017

Link: <https://itunes.apple.com/us/app/zazn-meditation/id930349241?mt=8>

Zazn is an app that assist the users with their meditation. In Zazn, a user could customize their meditation by choosing from a list of background sounds, chime sounds, chime sound interval, and how long the user wants their meditation to last.

Key Features

- Freelance project for a client
- Core Data is used to store the user's meditation settings along with reminders.
- Push notifications are implemented to set up reminders for users.
- NSURLSession is used to allow users to stream guided meditations mp3 files
- Multithreaded in order to boost performance when needed

Gemztap

May 2016 - August 2016

Link: <https://itunes.apple.com/us/app/gemztap/id1124271058?mt=8>

Gemztap is game that challenges your reaction time. The concept is rather simple. Random gems will pop up on the screen, and the user must tap then to earn points. Each gem is worth a different amount points, so you must choose wisely. Every stage has a score that the user must reach before the timer runs out.

Key Features

- Project leader of a team of 4
- Firebase integration for user log in
- Implemented in-app purchases
- 8 beautifully designed worlds, each having their own orchestrated music

EDUCATION

University of Minnesota

2008 - 2014

Computer Science