

NGUYEN TRAN TRONG

Android developer internship

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CERTIFICATES

Programming: [Meta Android Developer](#)

UX / UI: [Google UX Design](#)

Language: English – Intermediate: 700 TOEIC Listening & Reading

SKILLS

Android app development:

- **Programming language:** Kotlin.
- **Android Development Tools & SDK:**
 - **Android studio and built-it tools.**
 - **Android Libraries:** Jetpack Compose and relative libraries.
- **Version Control:** Git, GitHub.
- **Testing & debugging:** JUnit, Unit Testing.
- **Local persistence:** SQLite, Room, DataStore.
- **APIs:** Integration with APIs, REST API, Ktor.
- **Design patterns:** MVVM, DI, Singleton.
- **Background work:** WorkManager.

UX / UI: User-centered design; Design System; UX / UI tool: Figma, LottieFiles, Shape Shifter.

Web UI: JavaScript, HTML, CSS.

ANDROID APP PROJECTS

QR Quicker [APK](#) | [Source code](#) | [Behance](#) | [Figma](#)

Sep 23, 2024 – Sep 29, 2024

- **Roles:** UX / UI Designer, Developer.
- **Description:** An Android application for QR code scanning and generation.
- **Features:** Scan QR codes from the camera; Generate QR codes from text; Load QR codes from images; Automatically copy scanned results to clipboard; Automatically open web links scanned from QR codes.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control, WorkManager, Jetpack Compose and relative libraries, Android notification, Android permission, Design System, Figma, LottieFiles.

Unscramble [APK](#) | [Source code](#) | [Figma](#)

Sep 17, 2024 – Oct 1, 2024

- **Roles:** UX / UI Designer, Developer.
- **Description:** An Android word game built with Kotlin, designed to challenge players' vocabulary and unscrambling skills.

- **Features:** User-friendly interface; Score tracking and timekeeping; Show hint image by calling API; Score ranking with leaderboard; Pause / Resume / Restart game; Share your result to other app.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control, Room, SQLite, API integration, Jetpack Compose and relatives libraries, Networking, Design System, Figma, LottieFiles.

Calculator App [APK](#) | [Source code](#) | [Behance](#) | [Figma](#)

Sep 9, 2024 – Sep 29, 2024

- **Roles:** UI Designer, Developers.
- **Description:** A user-friendly Android calculator built with Kotlin, supporting basic mathematical operations for integers and real numbers.
- **Features:** Light / Dark mode theme; Addition, subtraction, multiplication, and division; AC button – clears all input fields, Del button – deletes individual digits for precise input adjustments; Round the result button to round the result; Real number and percentage support.
- **Skills:** Kotlin, Design pattern, Figma, Android Studio, Android SDK, Version Control.

Snapnote [APK](#) | [Source code](#) | [Behance](#)

May 9, 2024 – May 26, 2024

- **Roles:** UX / UI Designer, Developers.
- **Description:** The note app project aims to develop a user-friendly application for creating, organizing, and managing notes efficiently, featuring a clean interface.
- **Features:** Light / Dark mode theme; Search through their notes, with search results highlighting the matching keywords; Pin important notes; Remove unwanted notes; Mark tasks or notes as completed or uncompleted; Provides options to sort the notes; Organize the notes into folders; Set reminders and make notifications.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control, Room, SQLite, DataStore, WorkManager, Jetpack Compose and relative libraries, Figma.

WEB PROJECTS

Portfolio [Source code](#) | [Web](#) | [Figma](#)

April 18, 2024 – April 23, 2024

- **Role:** UX / UI designer, Developer.
- **Description:** Designed and developed an interactive, user-friendly website to showcase projects and skills in UX / UI design, Android development, and front-end development.
- **Skills:** Figma, Design System, Responsive web design, wireframe, prototype, JavaScript, HTML, CSS.

Campfire Craze [Source code](#) | [Web](#) | [Behance](#) | [Figma](#)

Sep 3, 2024 – Sep 7, 2024

- **Role:** UX / UI designer, Developer.
- **Description:** Built a registration website for a school camping event with real-time registration validation, scroll-trigger animations, and an interactive schedule using Google App Script and JavaScript.
- **Skills:** Figma, Design System, Responsive web design, wireframe, prototype, JavaScript, HTML, CSS.