
VO QUOC KHANH (Mr.)

iOS Developer

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EDUCATION

University of Sciences HCMC

Bachelor's degree, Computer Software Engineering

2003 – 2008

SUMMARY

Profile

- An experienced IT Graduated with more than 7 years experience in Mobile application development (more than 5 years experience in iOS development and nearly 2 years experience in Android development).
- I'm passionate about creating social apps, e-commerce apps and education apps.

Key Qualifications

- Experience in developing Universal App (run both on iPhone & iPad).
- Experience in using iOS technologies, frameworks.
- Experience in UI design by using Interface Builder, Storyboard with Auto-layout, Size classes.
- Experience in using Instrument tools.
- Experience in using 3rd parties via Cocoapods.
- Experience in using Git, Subversion to manage code.
- Experience in using JIRA, Redmine, ... to track task.

- Experience in implementing business tracking via Google Analytics, Adjust,

Skills

- Good time-management, task-management.
- Excellent teamwork spirit, able to work closely and continuously with other colleagues.
- Ability to work independently.
- Ability to work efficiently under pressure.
- Ability to self-study new technologies.

EXPERIENCE

Senior iOS Developer

Lazada Group

Apr 2015 – Present

Role Description

- Develop new features for current Lazada App.
- Optimize & improve application performance by using Instrument tools.
- Perform across code review each other members.
- Coordinate with other teams to clarify requirements.
- Implement business tracking in app follow requirements from marketing team.

Mobile Application Team Leader

POPS Worldwide

Apr 2011 – Mar 2015

Role Description

- Develop new features / applications and maintain current applications.
- Manage development team, coordinate with PM, back-end team, design team and marketing team.
- Take responsibility to analyze & estimate application requirements.
- Define project scopes, prepare demo for each milestone.

- Provide technical suggestions, define application architecture, data structure.
- Lead Research & development team, support and train new developers.

iOS Developer

Playsoft

Feb 2009 – Mar 2011

Role Description

- Analyze project requirements and develop new features for applications.
- Maintain & improve performance of current applications by performing memory optimization.
- Define & write unit test for function.
- Join Research & development team, write technical design document & develop core libraries, frameworks that are using in all projects.

Game Developer

Gameloft

Jan 2008 – Jan 2009

Role Description

- Port current games to variety J2ME devices.
- Analyze & implement new gameplay, new features.
- Optimize memory to improve performance, compress resources (images, textures, sounds, ...) to ensure game is able to run on weak devices.
- Maintain current games and develop new games on iPhone using cocos2d.

PROJECTS

Lazada App

iOS Developer

<https://itunes.apple.com/us/app/lazada-shopping-deals/id785385147?mt=8>

Description

- E-Commerce App.
- Shopping in South-East Asia (Vietnam, Thailand, Philippines, Indonesia, Malaysia and Singapore).
- Support millions users.

Summary

- Platform: iOS (iPhone & iPad, support from iOS 7)
- IDE / Language: Xcode / Objective-C & Swift
- Version control: Git
- Task tracking system: JIRA / Crucible / TeamCity
- System Frameworks: UIKit, CoreData, Photos, CoreTelephony, CoreLocation, AVFoundation, ...
- 3rd party libraries: PureLayout, SDWebImage, AFNetworking, Typhoon, HockeyApp, Accengage, GoogleAnalytics, Adjust...

Techniques

- Using MVVM architecture.
- Using Storyboard, Auto-layout, size classes to develop universal app.
- Using web service to transfer data.
- Implement Push notification (Accengage).
- Implement Deep linking.
- Implement Business tracking (Google Analytics, Adjust, ...).
- Implement Image search (ViSenze).
- Implement Crash report (HockeyApp).

Mash (for Japanese market only)

iOS Team Leader

<https://itunes.apple.com/jp/app/id561929065?mt=8>

Description

- Social Chat App.
- Only available for users in Japan.

Summary

- Platform: iOS (iPhone, support from iOS 6)
- IDE / Language: Xcode / Objective-C
- Version control: Subversion (SVN)
- Task tracking system: Redmine
- System Frameworks: UIKit, CoreData, StoreKit, Photos, CoreTelephony, CoreLocation, CoreAnimation, AVFoundation, ...
- 3rd party libraries: PureLayout, SDWebImage, AFNetworking, ...

Techniques

- Using MVC architecture.
- Using Storyboard, Auto-layout.
- Using web service to transfer data.
- Using socket to transfer data in real-time.
- Using Core Animation to create character animation.
- Write own data downloader to download all resources from server.
- Integrate In-App purchase.
- Integrate functions Like / Share / Follow.
- Implement Push notification.

Barlife (for Japanese market only)

iOS Team Leader

<https://itunes.apple.com/jp/app/id555275216?mt=8>

Description

- Social App.
- Only available for users in Japan.

Summary

- Platform: iOS (iPhone, support from iOS 7)
- IDE / Language: Xcode / Objective-C
- Version control: Subversion (SVN)
- Task tracking system: Redmine

- System Frameworks: UIKit, CoreData, StoreKit, Photos, CoreTelephony, CoreLocation, AVFoundation, ...
- 3rd party libraries: PureLayout, SDWebImage, AFNetworking, ...

Techniques

- Using MVVM architecture.
- Using Storyboard, Auto-layout.
- Using web service to transfer data.
- Integrate In-App purchase.
- Integrate functions Like / Share.
- Implement Push notification.

Kidsjournal

iOS Team Leader

<https://itunes.apple.com/us/app/id528173573?mt=8>

Description

- Education App for Kids.

Summary

- Platform: iOS (iPad, support from iOS 6)
- IDE / Language: Xcode / Objective-C
- Version control: Git
- Task tracking system: Redmine
- System Frameworks: UIKit, CoreData, Photos, AVFoundation, ...
- 3rd party libraries: PureLayout, SDWebImage, ...

Techniques

- Using MVC architecture.
- Using Storyboard, Auto-layout.
- Using Core Data to store app data.
- Export articles to .PDF file.
- Sharing via email, FB, ...

Trainer App (In house app)

iOS Developer

Description

- Training App.

Summary

- Platform: iOS (iPad, support from iOS 6)
- IDE / Language: Xcode / Objective-C
- Version control: Git
- Task tracking system: Redmine
- System Frameworks: UIKit, CoreData, Photos, CoreLocation, CoreAnimation, AVFoundation, ...
- 3rd party libraries: PureLayout, AFNetworking, SDWebImage...

Techniques

- Using MVC architecture.
- Using Storyboard, Auto-layout.
- Using Web Service to transfer data.
- Using Core Data to store data.
- Implement push notification.
- Export form data to .PDF file.
- Using Airplay to mirror / extend screen between device and TV via Apple TV.
- Using QR reader to quick input data.
- Encrypt downloaded data while devices locked.

Assurland

iOS Developer

<https://itunes.apple.com/fr/app/id569156978?&mt=8>

Description

- Insurance Helper App.

Summary

- Platform: iOS (iPhone, support from iOS 5)
- IDE / Language: Xcode / Objective-C
- Version control: Subversion (SVN)
- Task tracking system: JIRA

- System Frameworks: UIKit, CoreData, CoreLocation, CoreGraphics, CoreAnimation, ...
- 3rd party libraries: ASIHTTPRequest, SDWebImage...

Techniques

- Using MVC architecture.
- Using Storyboard, Auto-layout.
- Using Core Data to store app data.
- Using Web service to transfer data.
- Create custom components to display dynamic form data.
- Sharing data via email, FB, Twitter, ...

A Paris

iOS Developer

<https://itunes.apple.com/us/app/id459427826?mt=8>

Description

- Navigation App.

Summary

- Platform: iOS (iPhone, support from iOS 4)
- IDE / Language: Xcode / Objective-C
- Version control: Subversion (SVN)
- Task tracking system: JIRA
- System Frameworks: UIKit, CoreLocation, CoreAnimation, CoreGraphics, AVFoundation, ...
- 3rd party libraries: ASIHTTPRequest, SDWebImage...

Techniques

- Develop core framework to interact with google map
- Using SQLite to store data.
- Apply quad tree algorithm to optimize display millions places on maps.
- Using Core Graphics to draw route / navigation on maps.
- Sharing data via FB, Twitter, ...