Hanh Vo iOS Developer

A ambitious and high-energy mobile app developer with 6+ years of experience in iOS and Windows Phone platform. I can work well in team or independently. Its my passion to create great mobile apps and challenge myself with difficult problems. I love the adventurous feeling when playing with new technology.

TECHNICAL SKILLS

- Development Platform: iOS, Windows Phone, Unity .
- Programming Languages: Swift, Objective-C, C#, C++, Python
- Development Tools: Xcode, Versions, Microsoft Visual Studio, Microsoft Expression Blend, SourceTree, Slack, Trello, Jira.
- Frameworks: Cocoa Touch, Core Data, DotNET, Django
- Database Management Systems: MySQL, SQLite.
- Operating Systems: Mac OS X, iOS, Windows Phone
- Foreign Languages: English.

EDUCATION

• University of Sciences – BS major in Software Engineering.

PROFESSIONAL EXPERIENCE

- iOS
- WindowPhone

GITHUB

https://github.com/hanh-vo

PROJECTS IN WORKING

A. IMPRESSION PROJECTS

1. Copilot (IPAD)

- **Description**: DirectTV is an American direct broadcast satellite service provider and broadcaster .As of July 2015, it is a subsidiary of AT&T. It supplies solution for the entertainment service. COPILOT is application to watch TV on IPAD.
- Team Size: 10
- Responsibilities:
 - Research solution
 - Maintenance and upgrade new features.
 - Functional, Omniture and Crashlytics bugs fix.
 - Support team to handle issues.
 - Tools and Technologies: Objective-C, Xcode, Crashlytic, Omniture, Json, Jira, SVN.
- **Reference Link**: https://itunes.apple.com/us/app/directv-app-for-ipad/ id421547368?mt=8
- For company: FPT HO CHI MINH.

2. VoiceMap

- **Description:** VoiceMap's audio walks, cycles and drives are produced by insightful local storytellers, including journalists, podcasters, filmmakers, novelists, and tour guides. On September, VoiceMap become top one traveling application in South Africa.
- Team Size: 6
- Responsibilities:
 - Research solution.
 Development features.
 - Fixing bugs.
 - Design Application
- **Tools and Technologies:** Objective-C, Xcode, JSON, Restful API, Mapbox, Audio handling, github, AFNetworking.
- **Reference Link:** https://itunes.apple.com/us/app/voicemap-city-tours/id852027939?mt=8
- For company: SUGAR VENTURES.

B. ACHIEVEMENTS at SUGAR: http://www.sugar.sg/

1.MeetDrinks

• Description:

MeetDrinks is a social meet-up application that brings people closer together over a mutual appreciation for bespoke drinks and elegant conversations. Simply put, our app matches compatible urbanites in the same area to meet for drinks. Unlike other dating apps, by removing the chat and focusing on people meeting up, MeetDrinks bridges digital socializing with the real world of dating.

• Responsibilities:

- Research solution.

- Development features.
- Team Size: 6.
- Tools and Technologies: Objective-C, Xcode, JSON, Rest API, github, AFNetworking.
- **Reference Link**: https://itunes.apple.com/vn/app/meetdrinks-hen-hò-đúng-người/id1227336799?mt=8

C. ACHIEVEMENTS at SYNOVA: http://www.synova-solutions.com

1.Camera Plugin for PhoneGap

- **Description**: Writing a plugin makes a bridge to connect between Objective C and PhoneGap.
- Team Size: 1.
- Responsibilities:
 - Research solution.
 - Development features.
 - Create library for html team.
- Tools and Technologies: Objective-C, Xcode, Javascript, Phonegap, SVN.
- Reference Link: http://www.easyrecrue.com/?lc=en GB

2.Life Style

- **Description:** This is out sourcing project that can record the customer info. Through the collected information, customer will give some advices for user about their website, food, clothes or something else.
- Team Size: 1.
- Responsibilities:
 - Research solution.
 - Structure application and define web service.
 - Development features.
 - Manage and support team to handle issues or hard technical points.
 Tools and Technologies: Objective-C, Xcode, Json, Core Animation, Storyboard, Git.

3. Pressing Box

- **Description:** This application is laundry service for French customer.
- Team Size: 2.
- Responsibilities:
 - Research solution.
 - Structure application and define web service.
 - Development features.
 - Support team to handle issues or hard technical points.
- Tools and Technologies: Objective-C, Xcode, JSON, SVN
- **Reference Link:** https://itunes.apple.com/au/artist/pressing-box/id965722693

4. Instavid

- **Description:** This is an application like Instagram. User can record video and sharing it on service.
- Team Size: 2.
- Responsibilities:
 - Research solution.
 - Structure application and define web service.
 - Development features.
 - Support team to handle issues or hard technical points.
- Tools and Technologies: Objective-C, Xcode, JSON, SVN.

D. ACHIEVEMENTS at FPT https://www.fpt-software.com

1.Research projects (Internal Project)

- ❖ Core Bluetooth plugin for Hybrid application using HTML5 and PhoneGap technology.
 - **Description:** This is plugin use as the bridge connecting between the native IOS code and PhoneGap project.
 - Team Size: 1.
 - **Responsibilities:** Research solution and implementation core Bluetooth library.
- **❖** MQTT Messenger (iOS)
- **Description:** This is an iOS application using MQTT protocol to transfer message. The messenger app allow user to send text message, picture or voice message with a lot of cool emoticon. This project receive good feedback from DirectTV USA.
- Team Size: 3.
- Responsibilities:
 - Research solution.
 - Design system, implementation features.
 - Support team to handle issue and technique.

❖ Recording iPad Screen

- **Description**: This is an iOS app that will support QA team to record screen device to allow developer reproduction. Team Size: 3
- Responsibilities:
 - Research solution.
 - Design system, implementation features.
 - Support team to handle issue and technique.

E. ACHIEVEMENTS at VITALIFY ASIA http://www.vitalify.asia/vn/

1. Quence

- **Description**: This is iOS application. When you come to the restaurant, you must wait for food. You can use this app to estimate the waiting time and share it to Facebook, Twitter. Example: "I am at Y restaurant. I must wait in 3 minutes".
- Team Size: 2
- Responsibilities:
 - Working with document to code features.
 - Fix bugs occurred in coding.
 - Report project to team leader.
- **Tools and Technologies**: Xcode, Versions, Objective-C, ASIHTTP Request ,Facebook API, Twitter API, JSON.

3. Barcode Kanojo (is closed)

- **Description:** This is iOS application. Kanojo is a girl model. The first user scans the product's barcode and generates a Kanojo. This user can buy some gift (shirt, glasses, flower...) for this Kanojo. When the second user scans the barcode of the first one, he can add this Kanojo is a friend.
- Team Size: 3
- Responsibilities:
 - Working with document to code features.
 - Fix bugs occurred in coding.
 - Report to team leader.
- **Tools and Technologies:** Xcode, Versions, Objective-C, ASIHTTP Request, Facebook API, Twitter API, JSON, Barcode.
- Reference Link: https://www.youtube.com/watch?v=F gQ9wBFBK8

4. Butler App

- **Description:** Like Love app, this is a social network application.
- Team Size: 5
- Responsibilities:
 - Working with document to code features.
 - Fix bugs occurred in coding.
 - Report project to team leader.
- Tools and Technologies: Xcode, Cocoa Rest Client, Versions, Objective C, ASIHTTPRequest, Facebook API, Twitter API, JSON.

5. Love App

- **Description:** This is a social network application on iOS platform.

 Through this application we can connect to another one. This application helps them find more friends.
- Team Size: 3
- Responsibilities:

- Working with documents to code features.
- Fix bugs occurred in coding.
- Report project to team leader.
- **Tools and Technologies:** Xcode, Cocoa Rest Client, Versions, Objective-C, ASIHTTPRequest, Facebook API, Twitter API, JSON.
- **Reference Link:** https://itunes.apple.com/jp/app/sign-sain-byutifasshonmedia/id554606249?
 mt=8

6. Let's Walk! (Internal project)

- **Description:** This is an health application help the elderly can estimate how distance they can run every day.
- Team Size: 3
- Responsibilities:
 - Research solution, coding, designing, fix bugs.
 - Report to team leader.
- **Tools and Technologies:** ObjectiveC, ASIHTTP Request, Facebook API, Twitter API, JSON, Bing SDK, Google image service, Flickr SDK, Instagram SDK, Accelerometer, counter step algorithm.

7. Hidden message (Internal project)

- **Description:** This is iOS application. User can write a secret message and then the application will generate that message to a barcode. User can share it to Facebook and Twitter and the other one can use the application to decode the hidden message.
- Team Size: 4
- Responsibilities:
 - Working with document to code features.
 - Fix bugs occurred in coding.
 - Report project to team leader.
- Tools and Technologies: Xcode, Versions, Objective-C, ASIHTTP Request, Facebook API, Twitter API, JSON, Barcode.

F. ACHIEVEMENTS at TMA SOLUTION http://www.tmasolutions.com

1. mVYP (mobile Visual Yellow Pages)

- Team Size: 4
- Responsibilities:
 - Research solution, coding, designing, fix bugs.
 - Report project to team leader.
- **Tools and Technologies:** C#, Window phone, XML, Silverlight, MVVM, Google map API, Json.
- **Reference Link:** https://www.microsoft.com/en-us/store/apps/visual-yellow-page/9nblggh0gptq

- 2. Mobile Media (Internal Project)
- Team Size: 3
- Responsibilities:
 - Research solution, coding, designing, fix bugs.
 - Report project to team leader.
- Tools and Technologies: C#, Window phone, XML, Silverlight, MVVM, MP3, MP4, PDF, ASE encryption.

G.SLIDE PROJECTS

- 1. E-Book online (Freelance Project) (is closed)
- **Description:** This iPhone application helps user to read e-book with EPUB, PDF format.
- **Tools and Technologies:** Objective C, ASIHTTP Request, Facebook API, Twitter API, Json, e-pub, pdf.
- **Reference Link:** http://biitbook.com/store/
- 2. Work as leader for Game development group
- **Group**: https://www.facebook.com/ahstudio.sg/?fref=ts
- Products:
 - Candy brick: https://itunes.apple.com/us/app/id1088658443
 - Bug jumping : https://itunes.apple.com/us/app/id1086378661
 - https://play.google.com/store/apps/detailsid=com.AhStudio.JumpingBug
 - ACK https://play.google.com/store/apps/details?id=com.AhStudio.Ack

H. ACHIEVEMENTS at UNIVERSITY

- 1. The simple total commander in java (file/folder viewing, cut and copy file...)
- Team Size: 1
- **Responsibilities**: Research solution, coding, designing, fix bugs.
- Tools and Technologies: Java
- **2.** Wheel of fortune
- Team Size: 1
- **Responsibilities:** Research solution, coding, designing, fix bugs.
- Tools and Technologies: VB.Net.
- 3. Mini Calculator
- Team Size: 1.

- **Responsibilities**: Research solution, coding, designing, fix bugs.
- Tools and Technologies: C#.
- **4.** Airplane shooting game
- Team Size: 1
- **Responsibilities**: Research solution, coding, designing, fix bugs.
- Tools and Technologies: Game engine.

5.Mass-mailing (Part time working)

- Team Size: 1
- Responsibilities: Research solution, coding, designing, fix bugs.
- Tools and Technologies: C#, WPF, SQL, Elastic mail API.

6. Virtual teacher. (Thesis - get 9.5 marks)

- Team Size: 2.
- **Responsibilities:** Research solution, coding, designing, fix bugs.
- Tools and Technologies: C#, WPF, XML.

I. WORKING PROGRESS

- **2011 2012:** Window phone developer at TMA solution.
- 2012 2013: iOS developer at Vitalify Asia.
- 2013 2014: Senior iOS developer at FPT HO CHI MINH.
- 2014 2015: Senior iOS Developer at SYNOVA Solution.
- 2015 2017: Senior iOS Developer at Sugar Ventures.