CURRICULUM VITAE

Pham Trung Truc

Senior Android Developer

DOB: November 23th 1987

General programming: **7 years experience**

Android programming: **4+ years experience**

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GENERAL INFORMATION

Expected position:	Senior Android Developer	
Candidate Information:	Fullname: Pham Trung Truc	Date of birth: Nov 23th 1987
	Gender: Male	Marital status: Single
	Level: Employee	Experience: more than 4 years
	Foreign language: English	

Additional information: As all of my previous colleagues stated, I am friendly and open-minded. I also have sense of humour. I am hard-working, and I stick to deadline pretty good. I can work alone or in a team effectively. I have a quick turn-around and problem solving mindset. Especially I love Android development and technology very much.

EDUCATION LEVEL

I graduated high school but dropped out from the Ho Chi Minh Open University since 2nd year. I am a self-learner and I trained myself on my own all the skills I have today, including Android development.

WORKING EXPERIENCE

October 2013 – Present	**Not A Basement Studio**
Position:	*Senior Android Developer*
Responsibility:	Developping UI-UX components, animation
	Partly developing software core modules
	Giving advices in software analysis and design
	Support other team members
Projects I joined:	Manga Rock for Android
	Fuzel Collage for Android
Team members:	3 Android developers, 2 designers, 1 server developer
Tools I master:	Eclipse, Android Studio, Android SDK, Memory Analyzer Tool, View Hierarchy Viewer, Adobe Illustrators, SourceTree & Git, Trello, adb
Android 3rd Party Libraries:	Volley, Picasso, Facebook SDK, Facebook Rebound, Twitter API, Instagram API, ButterKnife, PDFViewer, Google Analytics, Crashlytics, Admob SDK, Apptentive SDK, Android Support v11 library, Google GSON, Parse, Android GPUImage, Stack Blur

July 2013 – October 2013	**Omega Entertainment Ltd.**
Position:	*Technical leader*
Responsibility:	Lead programmers, software architecture
	System administration
Projects I joined:	Airdrop clone for Android (uncomplete)
	Casino game for iOS and Android (uncomplete)
Team members:	3 Android developers, 2 iOS developers, 1 designer
Tools we master:	Xcode, Eclipse, Cocos2d-iphone, Cocos2d-android, Leap Motion

April 2013 – June 2013	**HDC Inc.**
Position:	*HTML5 developer*
Responsibility:	R&D to develop mobile game by using HTML5
	Training other colleagues on HTML5 game development
Projects I joined:	DatBomb – a bomberman game
	Truyen8.mobi – an online novel reader app
Team member:	1 HTML5 developer
Tools we master:	HTML5, CSS 3, Javascript, CocoonJS, Webstorm IDE
3rd Party Library:	ImpactJS, Monocle, Bootstrap, jQuery

December 2012 – March 2013	**Dirox**
Position:	*Android developer*
Responsibility:	Develop android app
Projects I joined:	I Love Your Attitude (ILYA) app
Team member:	3 Android developer, 1 QA
Tools we master:	Eclipse, Android SDK
3rd Party Library:	Google GSON, CoverFlow

July 2010 – October 2012:	**vworker.com**
Position:	*Freelancer*
Responsibility:	Develop app/modules as requested by clients
Projects I joined:	Goals – a physics based game using Corona
	Many Flash games and banners (ActionScript 3), C# (.NET) app/modules…
Tools I used:	Android SDK, Eclipse, Corona, Adobe Flash, ActionScript 3, .NET framework, Microsoft Visual Studio 2012, Adobe Photoshop CS5

June 2008 – March 2010:	**Robota Ltd.**

Position:	*.NET developer & firmware developer*
Responsibility	Architect and develop software running on computer to communicate with automated devices created by the company.
	Architect and develop firmware for the automated devices to operate under computer control
	Lead and train other coders
Projects I joined:	Outdoor LED monitor
	Home Security System
	Patrol Control System
Team members:	3 .NET developers, 2 electronics engineers
Tools I used:	.NET framework, Visual Studio 2012, AVR Studio, Code Vision AVR

SKILLS

Android & Java	**4/5**	Network administration	2/5
2D Android game development	**4/5**	System administration	3/5
Xcode & Objective-C	2/5	Hardware – Raspberry Pi - Arduino	2/5
Software analysis & design	**4/5**	**OOP**	**4/5**
C/C++/C#	3/5	PhoneGap – CocoonJS	3/5
HTML5-CSS3-Javascript	3/5	English	3/5
Lua script – Corona	2/5	French	1/5
Flash - ActionScript 3	2/5	Linux – Ubuntu – Kali Linux	3/5

REFERENCES

Hoang Gia Vu

Android Team Leader – Not A Basement Studio

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Pham Manh Thang

Creative Director – HDC Group

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Trinh Hoang Minh

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