Curriculum vitae

Name: Trinh Tien Hai
Email Address: trinhtienhai@gmail.com
Date of birth: 10 February 1987
Registered address: 64/437 Quang Trung, District Go Vap, Ho Chi Minh City, Viet Nam
Mobile: +84 987 391 660
Profile: https://www.odesk.com/users/%7E0187dd21a722a179b8

1. Objective
- Releasing products for million users.
- Satisfy customers by high quality and on time projects.

2. Summary of experience
I have 5 years in software industry and working in below areas:
- 4 years experiences in developing iOS application and game, I have worked in a large range of iOS app such as social network, map, audio/video, 3D, game…
- 2 years experiences as a freelancer on odesk.com and elance.com, I can bid projects, do estimation, make plan, analyze and manage projects by myself.
- 4 years experiences in working with Agile method and Scrum.
- 1 years experiences in developing website with Drupal (PHP framework), I have developed sites such as e-commerce, news, blog...

3. Skills
Languages
- English: Upper-intermediate level (being able to discuss and analyze project requirements, technical issues.)

iOS Development
- implement native iOS application from scratch to final production, set up project such as organize folders, prepare frameworks, service classes, helper classes, resources... before developing.
- implement native iOS application with web service, handle JSON, XML and use frameworks such as ASIHTTPRequest, AFNetworking to communicate with web server.
- work in large and complex projects such as mobile social network.
- work in projects which require location, map service.
- to work in projects which handle 3D objects using cocos3d.
- implement iOS game with cocos2d.
- integrate app with social network such as Facebook, Twitter, Linkedin...
- work in projects which require iOS technologies such as core data, animation, push notification, video streaming, in app purchase, iAd, Eventkit, Mapkit, CoreLocation, game

center...

Web based Development
- implement websites from scratch to final production with Drupal (PHP framework).
- build e-commerce sites with Ubercart module of Drupal.
- work with other Drupal modules such as CCK, Date, Plus, Profile, ImageCache, FckEditor...
- make plugin for statusnet framework.
- work with front end languages such as HTML, CSS, Javascript.
- work with server includes Linux, Apache, MySql.

Flash/Flex Development
- implement Flash animation, Flex application from scratch to final production.
- make game with Flex.
- implement Air Native Extension for iOS.

Project Analyze
- able to work directly with client to take requirements, make it clear and explain technical issues in requirements.
- able to break up project to stories, make sprints follow Agile methodology, estimate tasks then set up timeline for project.

Frameworks
- iOS native frameworks: CoreLocation, Mapkit, Eventkit, CoreData, CoreGraphics, CoreMedia, AddressBook, StoreKit...
- cocos2d, cocos3d to make iOS game.
- AWSiOSSDK for iOS to communicate with Amazon services such as S3, EC2...
- Parse for iOS to communicate with parse.com.
- Facebook SDK to integrate app with Facebook to login, share, send request...
- ShareKit for iOS to integrate with twitter, linkedin, evernote...
- Drupal framework for PHP to build advanced sites.
- statusnet framework for PHP to build microblogging application.
- PureMVC for developing Flash/Flex applications.
- jQuery for javascript.

Databases
- Working with MySql at server side, able to write Sql statement to retrieve/insert/update/delete data well.
- Working with Sqlite at iOS side, use CoreData to handle data.

Source Control
- Being familiar with git and git flow.

Tools

- xCode to develop iOS application.
- Flash Builder to develop Flex application.
- Flash Professional to make Flash animation.
- Photoshop to edit image, resources for web and mobile app.
- Eclipse to develop PHP.
- WAMP and Vertrigo to build server for PHP sites.
- firebug to develop front end of sites.
- SmartGit for source control.

4. Work Experience

Peerbits Solution
- Position: Senior iOS Developer, iOS team lead.
- Time: from 2013 to present

Tech Propulsion Labs
- Position: Software Engineer, iOS developer.
- Time: from 2010 to 2013.

Lactien JSC
- Position: Software Engineer, Drupal developer.
- Time: from 2008 to 2010.
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5. Projects

sortedfoodies
- Role: iOS team lead.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/gb/app/sorted-food/id878991765
- Details of job: This is a social network for http://sortedfood.com/, I implemented almost functions of this app:
  - Create Recipes
  - Share Recipes via social network facebook, google, twitter.
  - Add Comment, rating, photo to recipes.
  - Create, edit user profile
  - Create screen to show all feeds and interaction
  - Home screen to show feature recipes
  - Following screen to show list of recipes created by guys I followed
  - Follow/unfollow
  - Integrate Mixpanel for analytics...

Tell

- Role: iOS team lead.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/us/app/tell/id808806822?ls=1&mt=8
- Details of job: This iPhone app is similar to SnapChat but instead of sharing video, it has ability to send message between users.
  - Use Parse.com as back end to send message between users.
  - Push notification when have new messages.
  - Automatically find friends by import phone number from Contacts app.
  - Verify Account by SMS with Plivo.com

Results
- Role: iOS team lead.
- Tools: xCode, Photoshop, SmartGit.
- Project url: in private beta here: http://assessandprogress.com
- Details of job: This is an iPhone app to track your fitness trai, I implemented all functions of this app.

myVarsity
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/us/app/myvarsity/id632532357?mt=8
- Details of job: This is a small social network for cheer girls to interact, I implement functions relate to camera, add frame, sticker and some other parts...

Wiz Quiz Baseball Trivia - Freelancer
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/vn/app/id654637802?mt=8
- Details of job: This is a trivia game I built from scratch.

Sparks - Tech Propulsion Labs
- Role: iOS developer, PHP developer.
- Tools: xCode, Photoshop, MAMP, SmartGit.
- Details of job: Sparks is a location based mobile social network for iOS devices, in this project I have implemented below tasks:
  - Update user location, find out the nearest users around me and calculate distances.
  - Build user profile gallery which help user upload public/private photo and video, streaming video directly from Amazon S3.
  - Integrate Facebook SDK 3.1 to implement native login, share post, send request functions.
  - Implement invite friends via sms, email from contacts list.

- ○ Build social stream, where user can post status and image to share with everyone.
- ○ Build a plugin for statusnet (PHP framework) to get social stream posts of users who are near me.

turnstone - Tech Propulsion Labs
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/app/space-matters/id436725974?mt=8
- Details of job: turnstone is an iPad app to help people plan, select, design, order furniture for workspace, in this project I have implemented below tasks:
  - ○ Build 3D sections where user can view furniture in 3D and use multitouch to move, scale and put it in appropriate background.
  - ○ Implement sharing functions with facebook, twitter, evernote, email.
  - ○ Video streaming for product story section.
  - ○ Improve performance for catalog grid to make it scroll smoothly when have a lot of products.

Télé 7 Jeux - Tech Propulsion Labs
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/app/tele-7-jeux/id501957523?mt=8
- Details of job: Télé 7 Jeux is an iPad app with 7 word games inside it, in this project I have implemented below tasks:
  - ○ Design database for iOS.
  - ○ Build Save Game system for all 7 games.
  - ○ Build Score system with local, game center, facebook.
  - ○ Build Profile system where user can create profile and sync their information to other devices via iCloud and web server.
  - ○ Auto sync game data, save game data to web server for backup and transfer to other devices.
  - ○ Implement Logic puzzle game.

Handi2Day - Tech Propulsion Labs
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/fr/app/handi2day/id432311376?mt=8
- Details of job: Handi2Day is an iPhone app to search job in France, I'm the unique developer in this project.

Supermarmite - Tech Propulsion Labs
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.

- Project url: https://itunes.apple.com/app/super-marmite/id450121830?ls=1&mt=8
- Details of job: supermarmite is an iPhone app to help people search meals of restaurants which are near them, users can browse nearest or newest meals, follow chefs... in this project I have implemented below tasks:
    - Implement list of newest meals.
    - Implement list of nearest meals and show all in map.
    - Build user profile and login function.

Ryan Winther Golf App - Freelancer
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/app/ryan-winther-golf-app/id537950697?mt=8
- Details of job: Ryan Winther Golf App is an iPhone app to teach and train people play golf by Ryan Winther, in this app user can download videos of Ryan from server, record own videos, play 2 videos at the same time to compare... I'm the unique developer of this app.

Hangman Ultra - Freelancer
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: http://itunes.apple.com/app/hangman-ultra/id475256560?mt=8
- Details of job: Hangman Ultra is hangman game on iOS, this game is implemented by cocos2d, I'm the unique developer of this game.

Fight Club - Freelancer
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: http://itunes.apple.com/app/fight-club-lite/id496161886?mt=8
- Details of job: Fight club is a boxing game on iOS, this game is implemented by cocos2d, I'm the unique developer of this game.

Crime The Motion Comic - Freelancer
- Role: iOS developer.
- Tools: xCode, Photoshop, SmartGit.
- Project url: https://itunes.apple.com/app/crime-the-motion-comic/id471399697?mt=8
- Details of job: this is a video app to show a motion comic, I'm the unique developer of this app.

Ninjas vs Mafia game - Tech Propulsion Labs
- Role: Flash/Flex developer.
- Tools: Flash Builder, Photoshop, Flash Professional, SmartGit.
- Project url: http://armorgames.com/play/6898/ninjas-vs-mafia-deluxe
- Details of job: this is an interesting RPG game, you play as a hero to fight against mafia and ninja to save the world, I developed battle systems, game play, animation...

Relevantmedia - Tech Propulsion Labs
- Role: Drupal developer.
- Tools: Eclipse, SmartGit.
- Project url: http://relevantmedia.ru/
- Details of job: This is a community for freelancers in Russia, site allows freelancers can read/ write article and earn money from their articles, I developed article system, user profile, registration...

Gbook - Lactien jsc
- Role: Drupal developer.
- Tools: Eclipse, SmartGit.
- Project url: http://gbook.vn/
- Details of job: this is vietnamese online bookstore with full e-commerce system to sell book, manage cart, manage store, report system... I am the unique developer of this site.

CSE site - Lactien jsc
- Role: Drupal developer.
- Tools: Eclipse, SmartGit.
- Project url: http://www.cse.hcmut.edu.vn/
- Details of job: this is official site of faculty of Computer science and Engineering of Ho Chi Minh city University of Technology... I am the unique developer of this site.

CTCT site - Lactien jsc
- Role: Drupal developer.
- Tools: Eclipse, SmartGit.
- Project url: http://www.ctct.hcmut.edu.vn/
- Details of job: this is official site of Student Activities Office of Ho Chi Minh city University of Technology... I am the unique developer of this site.

6. Research Projects

Virtual research environment project
- Description: this project is aimed at providing a virtual web-based research environment, in which scientists from different research domain can easily get together, in order to:
  - Exchange and share research ideas and interests
  - Share research related information and data
  - Form a working group to work on a particular research project
  - Easily locate expertise when needed
- Home page: http://vre.cse.hcmut.edu.vn/

7. Education

Ho Chi Minh city University of Technology

- Major: Computer Science and Engineering
- Degree: Bachelor of Engineering
- From 2005 to 2010

8. Qualifications

C3 Start course (a training programme for Business Start-ups and Business planning of Software Business Incubator Co., Ltd.)
- Brain-storming and analyze business ideas.
- Analyzing market and marketing.
- Building production plan.
- Organizing and manage enterprise.
- Building financial plan.
- Building business plan.

9. Distinctions

- Be an active programmer
- Be excellent self-training
- Adapt quickly
- Work with high responsibility
- Put all efforts to complete tasks.

10. Interests

- Being passionate in researching the trend of mobile industry, learning new technology.
- Listening classical music, US and UK pop.
- Playing guitar, travelling.