Anh Nguyen

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🔗 https://anhnc.me/

Summary

- Have 7+ years of professional experience developing consumer-facing iOS applications.
- Solid foundation around software engineering fundamentals, object-oriented programming, data structures, and design patterns.
- Solid understanding of the full mobile development life cycle.
- Strong with the understanding of iOS and Apple's Human Interface Guideline.
- Experience with modern build strategies, unit testing, continuous integration, continuous delivery.
- Ability to quickly learn new development environments and APIs.
- Strong verbal and written communications skills to effectively communicate with the teams.
- Have knowledge of design, can design simple apps and functions using Sketch.
- Hardworking and proactive at work.

Technical skills:
- CS skills: OOP (Object Oriented Programming), POP (Protocol Oriented Programming), Functional Reactive Programming, Data Structures, Design Patterns.
- Languages Programming: Swift, Objective-C, Java, JavaScript.
- iOS skills: UIKit, SwiftUI, Combine, Auto-Layout, Multithreading, In-App Purchase, Push Notification, Codable, XCTest, Core Bluetooth (BLE), …
- Third-party libraries: SnapKit, RxSwift, MBProgressHUD, IQKeyboardManager, SDWebImage, Firebase, ...
- Source control: Git
- CI/CD: Fastlane, CircleCI
- Others: macOS, Xcode, JSON, Clean Architecture, MVC/MVVM, UI/UX, Agile/Scrum

Experience

Sun* Senior iOS Developer

Sun* Vietnam

Jan 2017 - Present (4 years 10 months +)
- Responsible for developing numerous iOS applications for various clients ranging.
- Participate in the breakdown of stories into the technical design to translate designs and wireframes into applications for the iOS platform.
- Utilize problem-solving and analytical skills to maintain the existing application and create solutions to complex technical problems.
- Continuous improvement in performance, scalability, extensibility, reliability, and usability of features.
- Collaborate with cross-functional teams to define, design, and ship new features.
- Creating and managing automation and integration of the CI, CD, monitor and support the health of iOS apps in production.
- Training interns, code reviews and help maintain code quality.
- Continuously discover, evaluate, and implement new technologies to maximize development efficiency.
- Employed several software methodologies including waterfall, agile, and scrum.

iOS Developer
Trente VietNam

Jul 2015 - Dec 2016 (1 year 6 months)
- Design, develop and optimize the performance of "Job Seeker" app.
- Analyzing requirements and developing the new features, bug fixes, standardizing code format, and supporting team members.
- Continuously discover, develop, and implement new technologies to maximize app efficiency.
- Collaborate with the Product Design team to define, design, and refine product features.

iOS Developer
Fujitech.JSC

Jun 2014 - Jun 2015 (1 year 1 month)
- Participating in the development of the project on the iOS platform.
- Responsible for building solutions and architecture for the project.
- Coordinate with Development team, Design team to develop products.
- Design interface, optimize UI/UX.
- Research and apply tools to optimize products.

Education

VNU University of Engineering and Technology
Bachelor of Engineering (BE), Information Technology
2010 - 2014

Licenses & Certifications

Apple Search Ads Certification - Apple
Issued Feb 2021 - Expires Feb 2023

Skills

iOS Development • Swift (Programming Language) • Object-Oriented Programming (OOP) • Data Structures • Design Patterns • Unit Testing • Continuous Integration • User Experience (UX) • Agile Methodologies • Scrum