



Bui Van Bach

Flutter developer

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Gender: Male

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Objective

To secure a fresher position in Flutter development, where I can apply my knowledge and skills in mobile app development using Flutter framework. I am eager to learn and gain practical experience in a professional environment while contributing to the growth and success of the company's Flutter projects.

My objective is to:

- Expand my understanding of Flutter development by working on real-world projects.
- Gain hands-on experience in building responsive and user-friendly mobile applications using Flutter framework.
- Collaborate with experienced developers and learn best practices in Flutter development.
- Enhance my knowledge of state management, API integration, and data handling within Flutter applications.
- Contribute to the team's objectives and deliver high-quality Flutter applications that meet user requirements.

By interning with your esteemed organization, I aim to leverage my skills and passion for Flutter to contribute to the company's success while developing myself as a competent Flutter developer.

Education

VNU UNIVERSITY OF ENGINEERING AND TECHNOLOGY

Computer science 2020 - Now

GPA: 3.0/4.0

- Data Structures and Algorithms : 7.8/10
- OOP: 7.7/10
- Discrete mathematics: 8.7/10
- Probability and statistics: 8.5/10

Experience

HOSCOVN. JSC

Intern Flutter developer

Cau Giay, Ha Noi
July 2023 – Present

- Review acknowledge of Flutter, Rest API, Design Pattern.
- Join an project relate to the main domain of company is sale product. Make an invoice application.
 - Responsibility for making UI for several screen and handle logic (Bloc with Clean architecture)
 - Working with team and find the best suitable solution for project.
 - Manage source with bitbucket and discuss on slack

Skills & Interests

Technical: Flutter, Dart, Java, Python, Git, GitHub, Android Studio, Visual Studio Code, MySQL

Language: English (B2 / by ULIS – VNU)

Interests: Table tennis, game

Other: Good understanding of OOP methodologies, structure and algorithm, Knowledge of OOAD. With flutter, know state management with provider, bloc. Have working with several design pattern : dependency injection, repository, singleton, factory.

Pet Project

Todo List

- A small App like other todo app
- Save data at local with SharedPreferences.
- State Management : Provider
- Github: <https://github.com/buivanbach/ToDoList>

Zoom Clone

- A project of group at university
- Take responsibility for creating UI for almost screen and design figma
- Github : https://github.com/namthe2002/group_8_mobile/tree/tabao/zoom

The Movies

- An application follow bloc combine clean architecture (for purpose learning)
- Tech: bloc, dependency injection, di, repository
- Github : <https://github.com/buiivanbach/TheMovies>

Otherwise, several pet project in time start learning Flutter:

- <https://github.com/buiivanbach/Personal-Expense>
- <https://github.com/buiivanbach/DeliMeal>