







PERSONAL DETAILS

 [Redacted]

 [Redacted]

 04/03/1995

 TP Hồ Chí Minh

 [Redacted]

ABOUT ME

As a software developer, I have had the privilege of creating and developing network infrastructure management software on a national scale with FPT Telecom. My expertise extends from a background role as a Full-stack Web Developer to project management positions, including project management within the same esteemed organization. My technical knowledge is not limited to web development; I am also passionate about innovating mobile applications, especially on the iOS platform. My journey began with the creation of an AR-based game application using Unity, called ARCarShop. With the advent of SwiftUI in 2019, my enthusiasm for iOS development was further ignited, leading to the development of the Smooth Minesweeper application in 2022, the SinTraffic application in 2023, and the SinEnvironment application in 2024. You can download it on the App Store or through a simple QR code scan.



EDUCATION

HUTECH University

The Degree Of Engineer

09/2013 - 08/2017

WORK EXPERIENCE

IOS DEVELOPER

Personal

04/2024 - 07/2024

SINENVIRONMENT(IOS APP)

- Main Responsibilities:**
- Building an application to manage environmental information in Singapore? Integrating information from weather forecast, humidity, wind direction to air quality, pollution, etc.
- Achievements and Skills Gained:**
- Mastered iOS development using Swift, SwiftUI, and UIKit, focusing on delivering high-performance, user-friendly applications.
  - Applied advanced design patterns MVVM to ensure maintainable and scalable codebase. Enhanced expertise in handling application lifecycle, view controller lifecycle, completion handlers, closures, background tasks, and concurrency using GCD & NSOperation Queue.
  - Implemented OOP and POP paradigms to enhance code reusability and flexibility.
  - Developed strong skills in performance debugging and integrating third-party libraries to extend app functionality. Strengthened knowledge in memory management in Swift to optimize app performance.
  - Gained experience in using testing frameworks (XCTest, XCUITest) and Instruments for comprehensive testing and performance monitoring.

- Technologies Utilized:**
- iOS, SwiftUI, UIKit, MVVM, OOP, POP, MapKit, Core Data, Unit Test, UI Test, Instruments, Design Patterns

IOS DEVELOPER

Personal

01/2023 - 03/2024

SINTRAFFIC(IOS APP) - TRACK AND SEARCH VEHICLES IN SINGAPORE

- Main responsibilities:**
- Acted as an iOS developer to create multimedia traffic management applications (Bus, Taxi, Car Park, Camera, Train, ...).
  - Enabled customers to easily and conveniently look up and choose transportation online.
- Allowed Admin to adjust the location and route of vehicles directly within the application.

- Achievements and skills gained:**
- iOS Development Expertise: Developed high-performance mobile applications using Swift, SwiftUI, UIKit, and CoreData, ensuring excellent user experience.
  - Advanced Design Patterns: Applied MVVM and SOLID principles to create maintainable, scalable, and efficient applications with clean, well-structured code.
  - Library Integration: Leveraged external libraries such as Alamofire, Kingfisher, and RxSwift to streamline the development process and enhance application functionality.
  - Programming Paradigm: Combined object-oriented programming (OOP) and protocol-oriented programming (POP) in Swift to enhance code reusability and flexibility.
  - AI Implementation:
    - Travel Tips: Utilized AI to analyze train station information and provide useful travel tips, including recommended destinations.
    - Traffic Analysis: Employed AI to analyze traffic camera images, offering insights on

SKILL

Intermediate

- iOSSwiftSwiftUIUIKit
- Swift Package Managercore data
- ScrumAgileMVVM MVC
- GCD Instruments Tool
- CocoaPods Unit testing
- AngularUML SQL
- Firebase Team management

- traffic density, weather conditions, and optimal routes.
- Memory Management and Performance: Utilized Instruments for performance tuning and memory optimization,
  - ensuring smooth application performance.
- Testing: Conducted thorough testing using XCTest and XCUITest to ensure application stability and reliability.
- Technologies Utilized:**
- iOS, Swift, SwiftUI, UIKit, CoreData
  - Alamofire, Kingfisher, RxSwift, FireBase, UML
  - GIT, GoogleMaps, Neumorphism, Snapkit, Instruments, XCTest, XCUITest

PROJECT MANAGER/DEVELOPER08/2018 - 12/2023

FPT Telecom

**MANAGING NETWORK INFRASTRUCTURE NATIONWIDE**

- Main responsibilities:**
- As a project manager and programmer, I worked with the Product Owner and the MapNet development team to analyze requirements, provide solutions, suggestions, and feedback to customers to build solutions. Quality tools to develop telecommunications network infrastructure nationwide.
- Achievements and skills gained:**
- Achieved significant improvements in communication and documentation proficiency, ensuring clear and effective transfer of knowledge within the team and stakeholders.
  - Gained valuable experience in scaled Scrum methodologies while working with multiple Scrum teams, adapting and implementing Scrum practices in a traditional Waterfall environment.
  - Became a key member in project management, honing skills in coordinating with Product Owners and development teams to ensure alignment with project goals and objectives.
  - Earned appreciation and trust from Product Owners and team members for consistent performance, reliability, and dedication to project success.
- Technologies Utilized:**
- C#, .NET core, .NET MVC, RESTFul, Angular, UML, User case
  - Microsoft SQL Server, Scrum, Agile, Google maps API

IOS DEVELOPER01/2022 - 12/2022

Personal

**Smooth Minesweeper(IOS APP)**

- Main responsibilities:**
- Build Smooth Minesweeper game application for iOS
- This game is developed base on standard minesweeper rules with a fun experience and classic interface.
- Achievements and skills gained:**
- Utilized SwiftUI for performance improvement and memory usage optimization, creating a seamless and engaging user experience.
  - Implemented various game features including quick flag mode, hint support, replay mode, and flexible settings with four difficulty levels.
  - Integrated haptics touch, in-game statistics, and auto-update checks to enhance user engagement and app functionality.
  - Conducted thorough unit tests and UI tests using XCTest and XCUITest to ensure game stability and reliability.
  - Leveraged Instruments for performance tuning and optimization.
- Technologies Utilized:**
- IOS, Swift, SwiftUI, XCTest, XCUITest, Instruments

MOBILE DEVELOPER01/2019 - 12/2019

Personal

**ARCarShop - Managing car companies with augmented reality models**

**Main responsibilities:**

- Work as an iOS developer to develop an existing car management application in the Vietnamese market, using AR models to bring the most realistic product interface to users. without having to go to the store.
- Allows users to view cars from the outside to the inside, and the colors, materials and details of cars available in stores.

#### **Achievements and skills gained:**

- Applied augmented virtual reality (AR) technology to the project, showcasing innovative thinking and the ability to incorporate cutting-edge technologies into mobile applications. Leveraged AR models to enhance user experience and provide a realistic product interface.
- Implemented performance management strategies and conducted thorough quality assurance to ensure the application's stability and reliability. Utilized design patterns and modularization techniques to optimize performance and maintain code scalability.

#### **Technologies Utilized:**

- IOS, Unity, Vuforia, GIT
- NodeJs, Express, MongoDB, FireBase

## **CERTIFICATE**

<b>Agile PM 202 - Introduction to Agile Project Management</b> UDEMY	11/2023
<b>Agile Fundamentals: Including Scrum &amp; Kanban</b> UDEMY	07/2022
<b>Agile PM 201 - Understanding Agile at a Deeper Level</b> UDEMY	06/2022
<b>SwiftUI - Declarative Interfaces for any Apple Device</b> UDEMY	06/2022
<b>SwiftUI + SwiftData Masterclass - iOS App Development Swift</b> UDEMY	03/2022
<b>iOS &amp; Swift - The Complete iOS App Development Bootcamp</b> UDEMY	11/2021

## **AWARD**

<b>Outstanding Individual of 2021</b> FPT Telecom	01/2022
<b>First prize in the smart racing robot programming competition</b> HUTECH University	07/2014