

# Hoàng Thiên Ân

21 Lý Chính Thắng Q3




## EDUCATION

**Ho Chi Minh University Of Technology** - Major: Computer Science

Aug 2015 - Aug 2019

## SKILLS

Language	English (TOEIC: 620).
Programming languages	Dart,  Javascript.
Experience	Flutter (Android, IOS and Windows apps), MVVM, Clean Architecture, Dependency Injection, Retrofit, RxDart, Firebase, Automation Test, Fastlane, Github Action.
Responsibility	Focus on completing the assigned work. Willing to learn new techniques to apply to projects.
Related tools	Gitlab, Jira, Sourcetree.

## WORK EXPERIENCE

**Mobile Developer (GogameVN)** - Goplay App V2(Flutter - Dart, JavaScript)

Dec 2021 - Present

### Main responsibilities (details in projects below):

- Create UI, support team to solve complex UI problems.
- Integrate with API.
- Maintain and refactor code.
- Deploy apps to App Store and Google Play Store (using FastLane).
- Apply Automation Test (Unit Test, Widget Test and Integration Test)

### Recognition and Gains:

- Apply Bloc and Automation Test to project.
- Complete the assigned tasks well, research new features to apply to the project.

**Mobile Developer (ECR VN)** - 6 Project Mobile and 2 Project Windows include Ordering Apps and Management Apps (Flutter - Dart, JavaScript, C#)

Nov 2019 - Dec 2021

### Main responsibilities (details in projects below):

- Init app.
- Integrate with API,
- Integrate app with hardware (Ex: Scan, swipe card, printer).
- Deploy the IOS app to TestFlight.

### Recognition and Gains:

- Experienced with Ordering projects, payments, print bills.
- Complete the assigned tasks well, research new features to apply to the project. Experience in handling payment tasks.
- Leader in 1 Mobile Project, review code of team member.

### Windows App Developer (ECR VN)

6 Project Windows Application (WPF - C#)

### Main responsibilities:

- Code follows the MVVM pattern. Apply S.O.L.I.D Principles, Singleton Pattern.
- Create UI follow designer.
- Integrate the application with API (Retrofit), hardware (Ex: Scan, swipe card, printer). Contribute Web Service to implement some complex features.
- Working with SQLite Code First.
- Maintain old projects.

### Achievements and skills gained:

- Complete the assigned tasks well, research new features to apply to the project. Experience in handling payment tasks.

## PROJECTS

**"Goplay V2" (Mobile App - Flutter(Dart), JavaScript)**

(Jan 2021 - Present)

Customer	GogameVN
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<b>Description</b>	A platform to play game with friends, earn rewards from tasks
<b>Team size</b>	3 members
<b>My position</b>	Developer
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Create app with BLOC pattern, working with stream. Using Provider and GetIt to manage State. Apply S.O.L.I.D Principles, Singleton Pattern.</li> <li>- Create UI follow designer. Create custom widgets to reuse from default widgets</li> <li>- Integrate the application with API (Retrofit).</li> <li>- Using SharedPreferences.</li> <li>- Working with Javascript to communicate with WebView.</li> <li>- Share deeplink of GoplayApp to Social apps (Facebook, Twitter, ..).</li> <li>- Integrate "Chat Function", working with position in ListView to trigger show "Date Popup" when scrolling similar to Skype.</li> <li>- Video Slider like Tiktok.</li> </ul>
<b>Technologies used</b>	<ul style="list-style-type: none"> <li>- Using Flutter (Dart) to create an app.</li> <li>- Apply code following the BLOC pattern. Using Provider and GetIt to manage State. Apply S.O.L.I.D Principles, Singleton Pattern.</li> </ul>

#### "Order App" (Mobile App - Flutter(Dart), JavaScript)

(Jan 2021 - Dec 2021)

<b>Customer</b>	ECR UK
<b>Description</b>	Order Food on train
<b>Team size</b>	4 members
<b>My position</b>	Developer
<b>My responsibilities</b>	<ul style="list-style-type: none"> <li>- Init app with MVVM pattern. Using Provider and GetIt to manage State. Apply S.O.L.I.D Principles, Singleton Pattern.</li> <li>- Create UI follow designer.- Integrate the application with API (Retrofit), hardware (Ex: Scan, swipe card, printer).</li> <li>- Working with Hive (NoSql Database).</li> <li>- Working with Firebase (Firebase Messaging, Firebase Auth), Local Notification, creating packages to use extended libraries.</li> <li>- Create JS tool to config app for multiple clients (Ex: App's name, icon, Firebase Configure file,...).</li> <li>- Deploy app IOS to TestFlight.</li> </ul>
<b>Technologies used</b>	<ul style="list-style-type: none"> <li>- Using Flutter (Dart) to create an app.</li> <li>- Using JavaScript to create a tool.</li> <li>- Apply code following the MVVM pattern. Using Provider and GetIt to manage State. Apply S.O.L.I.D Principles, Singleton Pattern.</li> </ul>