Dang Anh Hao

Software Engineer

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About Me

My full name is Đặng Anh Hào, and I was born on May 16, 1998. I have successfully completed my education with a degree in software engineering. Currently, I am employed as a software engineer. I possess a total of 4 years of professional experience in the field of developing Android mobile applications, 2 years of experience in creating 2D games using Unity, and 1 year of expertise in cross-platform application development utilizing Flutter.

Education

Bachelor of Information Technology   *University of Science – VNUHCM (HCMUS)*
Bachelor's degree program   *Aug 2016 – Oct 2020*
I graduated with a bachelor's degree in Talent class a very good degree
Final Grade: 8.41/10

TOEIC   *Educational Testing Service (ETS)*
English   *2018*
Total: 520

Technical skills

Programming Languages	I am proficient in developing applications using the following programming languages: Kotlin, Java, Dart, C, C/C++, Python, SQL Server
OOP, Design Patterns, SOLID	I have a clear understanding of object-oriented programming principles in application development and solid principles to ensure optimal application performance
Development Platform	Android native app (Kotlin/Java), Cross-Platform App (Flutter), 2D Game (Unity)
Project Structure	MVVP, MVC, MVP
Web Services	Experience in web service integration (JSON, XML) with Retrofit, Okhttp3
Google Services	I have experience working with Google services such as Firebase Analytics, Firebase Authentication, Firebase Realtime Database, Firestore, and Firebase Remote Config
Game Development	I have experience developing 2D casual games on the Unity platform
ADS, IAP	I used to implement ads (Admob, FacebookAds, UnityAds) and in-app purchases in mobile game applications
Others	Django Framework, RestfulAPI, Socket. Tools: Git, SourceTree, Jira, Slack, Trello, Clickup

Work Experience

FPT Telecom   *2019 – Present*
Android Developer   *Ho Chi Minh City, Vietnam*

- Developed Android application for watching movies, TV, and entertainment

- Developed smart remote control application for FPT BOX C

MEGADO   *2021 – Present*
Game Developer (Partime)   *Ho Chi Minh City, Vietnam*
- Developed 2D-Unity Game

Projects

FPT Play
Android Application

- Customer: FPT Telecom
- Description: An Android application for watching movies, TV, and entertainment
- Team size: 8
- My position: Representative member
- My responsibilities: Research new technology, implement new features, and develop the user interface for the application
- Technologies: Kotlin with MVVM + MVI structure - Hilt, Retrofit + Coroutine + RxKotlin, Navigation Component, Socket, FCM, Firestore

FPT Remote
Android Application

- Customer: FPT Telecom
- Description: A smart remote control application for FPT BOX C
- Team size: 5
- My position: Representative member
- My responsibilities: Research new technology, implement new features, develop UI, communicate with server
- Technologies: Kotlin with MVVM structure - Hilt, Retrofit + Coroutine, Socket, Firebase

FPlayer
Android Library

- Customer: FPT Telecom
- Description: Player library that supports playing both DRM-protected and non-DRM content, download, change tracks, playback, cast functions based on ExoPlayer
- Team size: 3
- My position: Developer
- My responsibilities: Develop features for the player library
- Technologies: Kotlin - OkHttp3, Coroutine, SQLite, Exoplayer

Wood Block Puzzle
Game Application

- Customer: Megado
- Description: Place blocks into the grid to complete the given tasks
- Team size: 5
- My position: Team leader
- My responsibilities: Research new technology, implement all features, handle game flow, build and deloy app
- Technologies: Unity, Firebase Authentication, Firebase RemoteConfig, Firebase Analytics, FCM, Admob, Facebook Ads, Unity Ads

Stickman Warriors
Game Application

- Customer: Megado
- Description: Defeat your opponents to win
- Team size: 5
- My position: Team leader
- My responsibilities: Research new technology, implement all features, handle game flow, build and deloy app
- Technologies: Unity, Firebase Authentication, Firebase RemoteConfig, Firebase Analytics, FCM, Admob, Facebook Ads, Unity Ads

Social Network

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