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About Me

As a Software Engineer with 6 years of experience, I excel at adapting to new tasks and quickly familiarizing myself with new codebases. I possess a keen eye for detail, delving into the architecture and optimizing code to improve efficiency and maintainability. My focus on questions like "How can I make it faster?" and "Is this code easy to understand?" has consistently driven my success in Android development. My goal is to further my career as an Android Engineer, and I am confident that my contributions to your company will be valuable.

Employment

Senior Software Engineer   **ShopBack Group**   **Mar 2022 - Now**
 Product Earn More & Challenge
- Served as the Person in charge of "Earn More & Challenge" product on the Android platform, actively contributing to feature ideation, technical design, implementation, and unit testing.
- Collaborated effectively with cross-functional technical teams, providing valuable input on critical technical decisions to drive product development and ensure high-quality outcomes.
- Utilized key technical skills, including: ViewBinding, DataBinding, MVVM, RxJava, Unit Testing, and Clean Architecture.

Senior Software Engineer   **Zalo Group**   **Apr 2018 – Mar 2022**
 Product Zalo Chat
- Collaborated closely with Product Design to define and implement key features, ensuring seamless integration and functionality.
- Restructured Zalo Message Database for mobile clients to enable users to store more messages on their devices while maintaining fast and lightweight database query performance.
- Led the development of features such as Mini Chat, Bubble Chat, Message Notifications, and various message types including Stickers, Voice, Photos, Doodle Drawings, and GIFs.
- Employed essential technical skills, such as MVP, MVC, SQLite, C++, Unit Testing, and Clean Architecture, to deliver high-quality results and enhance the user experience.

Software Engineer   **XCT, YOMI Studio, VNG Corp**   **May 2016 – Apr 2018**
- Implemented new UI for game events, leading to successful publication in Thailand through VNG Corp.
- Developed a new Brick Breaker-type Puzzle Game from scratch, which was published in the US by YOMI Studio.
- Created a new Gamble-type Card Game from scratch, resulting in publication in Vietnam by XCT.
- Maintained existing codebase and addressed technical issues, ensuring optimal performance and functionality.
- Utilized key technical skills, including Unity3D, cocos2dx, C#, C++, and MVC, to deliver engaging and high-quality gaming experiences.

Education

Viet Nam   **University Information of Technology**   **Sep 2012 – Jan 2017**
- Bachelor's degree in Software Engineering

Languages and IDE

- **Language**: Java, Kotlin, C++, C#, Python, SQLite
- **IDE**: Visual Studio, Android Studio, VS Code