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Danh Tran

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About Me

Experienced Software Engineer with 6+ years of expertise in problem solving and driving company goals. Detail-oriented and adept at addressing both technical issues and user pain points to deliver effective solutions. Committed to helping companies excel in the market by minimizing engineering costs and implementing scalable solutions. Seeking to advance my career and contribute value to your company.

Employment

Senior Software Engineer   **ShopBack Group**   **Mar 2022 - Now**
 Product Earn More & Challenge
- Serve as the Mobile Lead of **Earn More & Challenge** Team, actively contribute to feature ideation, technical design, implementation, and unit testing. Keep track, unblock, and make sure everything is deliverable with the highest code quality.
- Collaborate effectively with cross-functional technical teams, providing valuable input on critical technical decisions to drive product development and ensure high-quality outcomes.
- Utilize key technical skills, including: ViewBinding, DataBinding, MVVM, RxJava, Dagger2, Koin, Unit Testing, and Clean Architecture.

Senior Software Engineer   **Zalo Group**   **Apr 2018 – Mar 2022**
 Product Zalo Chat
- 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: 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**: Kotlin, Java, C++, C#, Python, SQLite
- **IDE**: Visual Studio, Android Studio, VS Code