NGUYEN VAN DAT

Android Software Developer
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PROFESSIONAL SUMMARY

I am a Mobile Software Developer with over 12 years of experience, skilled in both independent and team-based projects. With a strong background as a full-stack developer, I bring broad technical expertise across web and mobile platforms.
I adapt quickly to new technologies, write clean, reusable components and libraries, and excel at delivering efficient, scalable solutions.

SKILLS

- **Languages & Frameworks:** Kotlin, Java, Dart, Flutter, C#, Python, JavaScript.
- **Mobile & Backend Development:** REST API integration, Firebase services, Play Store deployment and management.
- **Software Engineering:** Advanced Object-Oriented Programming (OOP), design patterns, scalable and reusable component design.
- **Databases:** MongoDB, Room, SQLite, Realm, ObjectBox, Firebase Realtime Database.
- **Tools & Version Control:** Git.
- **Core Strengths:** Innovative problem-solving, designing efficient and scalable mobile solutions.

EDUCATION & PROFESSIONAL CERTIFICATION

Diploma of Information Technology in IUH (2013).

PROFESSIONAL EXPERIENCE

Innochee, Senior Android Developer, 2020 – Present

Senior Developer

- Develop custom mobile applications tailored for Japanese clients.

Responsibilities:

- Architect and design solutions, breaking down tasks and assigning them to team members.
- Establish scalable and maintainable system architectures.
- Research and evaluate emerging technologies for inclusion in projects.
- Implement core features and mentor junior developers.
- Report development progress and challenges to the team leader.

Technologies: Kotlin, Flutter, Firebase, Room, Socket.IO

Seldat Inc, Senior Android Developer, 2019 – 2020

Senior Developer

Developing logistics and warehouse management system applications.

Responsibilities:
- Research and evaluate emerging technologies to enhance solutions.
- Design and implement core application features.
- Communicate progress and updates to the team leader.

Technologies used: Flutter, Kotlin, Firebase, Room, Google Maps API

Interlev GmbH, Android Developer, 2017 – 2019

Senior Developer

- Designed and developed advanced modules for collecting network information, location data, and user coverage experience. Enabled passive and on-demand performance measurement, and deployed the application to the Play Store for real-time testing and network quality analysis.
- Implemented background data collection for mobile devices and integrated user feedback collection via dynamic survey forms. Developed real-time graph visualizations to display connection consistency.
- Created reusable development tools, frameworks, and libraries adopted across the development group.

Responsibilities:
- Architect solutions for assigned tasks and delegate responsibilities to team members.
- Research and integrate new technologies to improve project outcomes.
- Develop and implement core features while mentoring junior developers.
- Report progress and technical updates directly to the customer.

Technologies used: Kotlin, Java, Flutter, JavaScript, C#, Google Maps API, Android Jetpack, MongoDB, Room, SQLite, Realm, ObjectBox, Firebase

Fetch Technology, Android Developer, 2016 – 2017

Developer
- Developed an Android application for video conferencing using Socket.IO, incorporating a custom drawing tool and file-sharing capabilities.

Responsibilities:
- Implemented core application features.
- Reported development progress to the team leader.

Technologies used: Java, Room, SQLite

FPT Software, Android Developer, 2015 – 2016

Developer

- Develop an Android app for conducting online surveys that include media content. The app should collect responses and send them to the server for statistical analysis.
- Designed and developed an Android app to display restaurant menus.

Responsibilities:

- Implement features
- Report the progress to team leader

Technologies used: Java, Room, SQLite

Interlev GmbH, Android Developer, 2012 – 2015

Developer

- Developed a module to collect network information, location data, and user coverage experience, enabling performance metrics to be measured passively or actively upon request.

- Built an Android application for analyzing base station quality, providing real-time testing and network performance analysis via a server portal for telecommunications companies. Integrated a custom map using OpenStreetMap to visually display mobile carrier coverage.

Responsibilities:

- Design the architecture of the solution.
- Research and integrate emerging technologies for improved performance.
- Implement core features and ensure solution scalability.

Technologies used: Java, JavaScript, C#, Google Maps API, Android Jetpack, MongoDB, Room, SQLite, Realm, ObjectBox, Firebase

HOBBIES AND INTERESTS

- Developing and publishing mobile applications on Google Play.
- Creating Flutter/Dart libraries.
- Building practical web tools, chrome extensions.
- **Portfolio:** https://datnguyencr.gitlab.io/portfolio/