

CURRICULUM VITAE

PERSONAL DETAIL

Name	NGUYEN VAN MINH	
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Sex	male	

ABOUT

I'm a mobile developer with over 5 years of experience working with Flutter, Dart, Kotlin, and Java. I specialize in building high-quality, user-friendly, and high-performance mobile applications for both Android and cross-platform environments.

I focus on creating apps that are:

- Secure and reliable, ensuring smooth and safe user experiences.
- Smart and helpful, by using data to understand user behavior and offer meaningful features.
- Modern and intuitive, with attention to design, performance, and usability.

In addition to working on team-based projects, I enjoy building personal mobile apps where I can explore new ideas, experiment with technologies, and bring creative concepts to life. These projects help me grow as a developer and reflect my passion for innovation and continuous learning.

My goal is to join a team where I can use both my technical skills and creative thinking to build mobile products that make a positive impact and bring real value to users.

EDUCATIONAL BACKGROUND

	<p>FPT POLYTECHNIC Bachelor of Information Technology 2017 – 2019</p> <p>Focus: Mobile Development, Algorithms, Software Architecture</p>
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TECHNICAL SKILL

Program language	KOTLIN, JAVA, DART, TYPESCRIPT, C#
Program Tool	Android Studio, XCode
Architectural Patterns	MVVM (Model-View-ViewModel), Clean Architecture

User Interface	<p>Proficient in building responsive and adaptive UIs using Flutter (Widget-based design).</p> <p>Familiar with Material Design and Cupertino guidelines.</p> <p>Experience in building dynamic UIs using Jetpack Compose / XML layouts (for native Android).</p> <p>Good understanding of UI/UX principles: consistency, accessibility, usability, and user flow.</p> <p>Implemented dark mode, custom themes, and animations using Flutter’s built-in tools and packages</p> <p>Experience working with design tools like Figma, Adobe XD (for handoff and integration).</p>
Database	Room Database, Realm Database, Data Store, Shared preferences
Project Configuration	<ul style="list-style-type: none">- Designed and maintained modular project structures in Flutter and Android (Gradle).- Configured build flavors (dev/staging/prod) with environment-specific setups.- Managed project dependencies and versioning through pubspec.yaml and build.gradle.- Integrated third-party SDKs with custom ProGuard rules and signing configurations.
Third Party Components	<p>Dependency Injection: Hilt, Dagger (Android) · get_it, injectable (Flutter)</p> <p>Networking: Retrofit, OkHttp, Gson (Android) · dio, http, chopper (Flutter)</p> <p>Asynchronous: Kotlin Coroutines, Flow (Android) · Future, Stream, async/await, rxdart (Flutter)</p> <p>UI: Glide, Lottie, Navigation Component, · flutter_svg, lottie, auto_router, flutter_bloc (Flutter)</p> <p>Data: Room, DataStore (Android) · shared_preferences, sqflite, (Flutter)</p> <p>Testing & Debugging: MockK (Android) · mockito (Flutter)</p> <p>Firebase SDK: Auth, Firestore, FCM, Analytics *(Both Android & Flutter via firebase_)</p>
Sourecode Management Control	<ul style="list-style-type: none">- Proficient in Git for version control and repository management.- Experienced with GitHub, GitLab, Bitbucket for collaboration, pull requests, and issue tracking.- Implemented Git flow for feature branching and release management.
Version control system	GitHub, GitLab, Bitbucket

EXPERIENCE

Time: 2019 - 2022	Company Name: Miichisoft JSC Position: Mobile Developer
Time: 2022 - Now	Company Name: Kaopiz Software Position: Mobile Developer

PROJECT			
Project name	Game The Battleship Multiplayer	04/2024 - now	Position: Mobile Developer
<p>- Descriptions: Players will drag ships to their game boards, the other side will prepare the same, when the match starts, both sides will detect each other's ship position and</p> <p>- TeamSize: 1</p> <p>- Technologies: Flutter SDK, Firebase SDK</p> <p>- Link download: https://play.google.com/store/apps/details?id=com.minhny.battleship_game</p>			
Project name	Game Tower Stack 3D	04/2024 - now	Position: Mobile Developer
<p>where you must drop modules with precision to build the tallest tower possible.</p> <p>With simple controls, realistic physics, and satisfying sound effects, every drop feels rewarding.</p> <p>Conquer various unique maps like Modern City, Green Forest, Icy Lands, and many more!</p> <p>- TeamSize: 1</p> <p>- Technologies: Unreal Engine 5</p> <p>- Linkdownload:</p> <p>- Android: https://play.google.com/store/apps/details?id=com.mls.ts3d</p> <p>- IOS: https://apps.apple.com/us/app/tower-stack-3d-mls/id6744867556?platform=iphone</p>			
Project name	Game Sword And Shield	04/2024 - now	Position: Mobile Developer
<p>Description: Game Title: The Tower of Babel Conquest</p> <p>Step into the shoes of a fearless warrior and embark on the ultimate challenge – conquering the Tower of Babel and defeating KingAuthur along with his army of 30 monstrous creatures.</p> <p>TeamSize: 1</p> <p>Technologies Used: Unreal Engine 5</p> <p>- Linkdownload:</p> <p>- Android: https://play.google.com/store/apps/details?id=com.mls.sas</p> <p>- IOS: https://apps.apple.com/us/app/sword-and-shield-knights/id6738675435</p>			
Project name	Create Survey App	04/2025 - now	Position: Mobile Developer
<p>- Customer: JAPANESE</p> <p>- Description: The Survey App is designed to streamline the process of creating, managing, and exporting surveys. It provides users with an intuitive interface to log in, create customized surveys, and export responses in various formats (JSON, CSV). The app's key features include user authentication, survey creation, and data export functionality, making it useful for businesses, educational institutions, and organizations that require easy-to-use tools for collecting and analyzing survey data.</p> <p>- Team Size: 4 (1PM, 1 Tester, 1 dev BE, 1 dev Mobile (Flutter))</p> <p>- My Responsibilites: Flutter Developer</p> <p>- Technologies Used: Flutter SDK, Android MVVM</p>			

Project name	Video Call between Android TV and web browser	06/2023 - now	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANES - Description: Creating an Android TV app in Android using AWS Chime SDK to establish a video call with a browser involves several steps, including setting up the AWS Chime SDK, implementing video call functionality in Android, and integrating the app with the browser for the video call connection. - Team size: 2 (1 PM and 1 mobile developer), working closely with the customer's tester. - My Responsibilites: Flutter Developer - Technologies Used: Flutter, AWS Chime Video Call SDK, WebSocket, Flutter 			
Project name	The project introduces medical examination and treatment points for animals and makes appointments at veterinary hospitals		Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: Create an app that makes an appointment with a doctor to examine animals, displays dog and cat rescue locations on the map, and provides information about contact, help, and animal rescue centers in different prefectures in Japan. - Team size: 2 (1 PM and 1 mobile developer), working closely with the customer's tester. - My Responsibilities: Flutter Developer - Technologies Used: Flutter, Google Map SDK, Twilio Video Call SDK 			
Project name	Health exercise app project combined with a 2D character care and raising game	02/2023 - 12/2023	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: This app features 2D spine characters with five levels of progression. As players engage in exercises, they earn WP (Workout Points) and Coins, which help level up their character. The app detects the user's body shape to track whether they are exercising, ensuring accurate progress tracking. Mission pick-up points are displayed on the map, where users can travel to collect missions, and upon completing them, they will earn coins. The app is also integrated with Apple HealthCare to track step data, allowing users to sync their physical activity with their progress in the app. - TeamSize: 4 member (1PM, 1DEV BE, 1DEV Mobile, 1Tester) - My Responsibilities: Flutter Developer - Technologies Used: Flutter, Google ML Kit, 2D SPINE 			
Project name	Project to collect medical health data such as calories, cards, step statistics, linking Google Fit	06/2022 - 12/2022	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: This mobile application allows users to add, edit, and delete their medical data, such as blood sugar levels, calories, and health-related card information, all displayed in graphs for easy monitoring. The app integrates with blood glucose measuring devices via Bluetooth, enabling users to measure and track their blood sugar levels directly through the app. Users can also make appointments at hospitals and chat with their doctors in real-time, ensuring seamless communication and efficient management of their health. This app provides a comprehensive platform for personal health tracking and medical consultations. - TeamSize: 4 member (1PM, 1DEV BE, 1DEV Mobile, 1Tester) - My Responsibilities: Flutter Developer - Technologies Used: Flutter, Zoom Video Call SDK, Android Chart, Room Database 			
Project name	The project localizes dangerous locations on the map	08/2022 - 09/2022	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Descriptions: Develop an app where users can select an area on a map, draw dangerous zones, pin locations, and note these danger zones, here's a detailed breakdown of the features and how to implement them. 			

- TeamSize: 4 member (1PM, 1DEV BE, 1DEV Mobile, 1Tester)
- My Responsibilities: Flutter Developer
- Technologies: Flutter, Google Map SDK

Project name	Project detect user in market	06/2022 - 06/2023	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Descriptions: This Android application uses Geofencing and ML Kit to detect when users enter or exit a supermarket. When a user enters or leaves the geofenced supermarket area, their information, including an estimated age (via Face Detection), is captured and sent to a server for analysis. The system leverages Kotlin for Android development and integrates ML Kit for real-time age estimation through face recognition. This project provides a seamless user experience, offering both location-based tracking and advanced AI capabilities for demographic insights. - TeamSize: 2 member - My Responsibilities: Android Developer - Technologies: Android, Google ML Kit 			

Project name	Construction Project Management Project	03/2021 - 12/2022	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: This mobile application allows users to manage and interact with architectural project drawings and records. Users can draw shapes directly on the drawings, take photos of the project, and insert them into the architectural drawing board for better visualization. The app also synchronizes project information with the server, ensuring up-to-date data management. Additionally, it supports displaying a 3D BIM model of the project using JavaScript, providing an immersive and interactive experience for architects and project managers. -TeamSize: 5 member - My Responsibilities: Android Developer - Technologies Used: Android, Room Database, Kotlin Coroutines, RxJava 			

Project name	E-commerce project selling ramen noodles	06/2021 - 12/2021	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: This Android application allows users to browse, purchase, and sell ramen noodle products and related items. The app integrates Stripe for secure payment processing, enabling seamless transactions. Users can rate products, helping others make informed decisions, and benefit from coupon sales for discounts on purchases. The app uses RxKotlin and RxJava for efficient handling of asynchronous tasks, ensuring a smooth and responsive user experience. Whether users are buying ramen noodles or related accessories, the app provides a convenient platform for all their ramen needs. - TeamSize: 6 member - My Responsibilities: Android Developer - Technologies Used: Android, Room Database, Kotlin Coroutines, RxJava 			

Project name	Project to read Japanese residence card	12/2021 - 01/2022	Position: Mobile Developer
<ul style="list-style-type: none"> - Customer: JAPANESE - Description: This Android application utilizes NFC technology to read information from a residence card. The app retrieves the encoded data stored in the card and decodes it using predefined character tables to extract meaningful information. It provides a secure and efficient way to read and process data directly from NFC-enabled residence cards, offering a streamlined experience for users needing to access their personal information quickly and accurately. - TeamSize: 2 member - My Responsibilities: Android Developer - Technologies Used: Android, Room Database, Kotlin Coroutines, Tripple DES 			