



PHAM DUY DAT

Oct 14, 1989

Male

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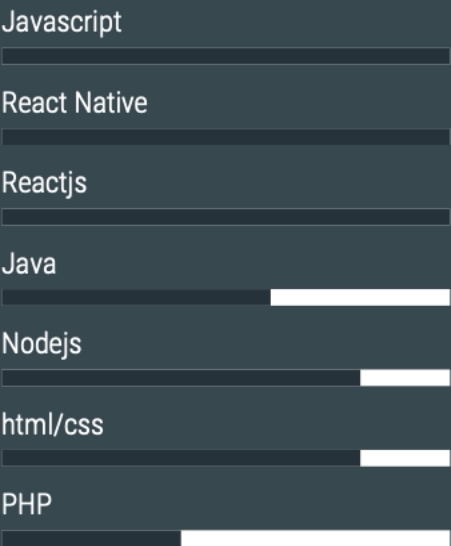
duydatpham@gmail.com

Hanoi, Vietnam

OBJECTIVE

- Become an expert programmer. Build product information on mobile devicehelp to resolve problems social.
- Work in a professional, modern environment with many opportunities to learnnew technologies, work experience from those who go ahead, effort at work.

SKILLS



INTERESTS

- Soccer
- Game



EDUCATION

HANOI UNIVERSITY OF SCIENCE & TECHNOLOGY (HUST)

Major: Computer Science

GPA: 2.74/4

OCT 2007 - MAY 2012



WORK EXPERIENCE

KAVE GROUP

Teach Leader

APRIL 2020 - PRESENT

- Main responsibilities:
- Build application, webs on React-Native, ReactJS for Booking Service, Fin-tech, News, E-commerce.
  - Build backend system on PHP, Nodejs for Booking Service, E-commerce
  - Delegating work and assignments to team members
  - Checking that software and applications are updated
  - Attend Sales Skill Course in the Company
  - Guiding their team through technical issues and challenges

- Achievements and skills gained:
- <https://play.google.com/store/apps/details?id=com.kave.customer>
  - <https://play.google.com/store/apps/details?id=vn.fiin.android>

LUCI JSC

Frontend Leader

DEC 2017 - APRIL 2020

- Main responsibilities:
- Build application, webs on React-Native, ReactJS for Smart Home, Smart City
  - Delegating work and assignments to team members
  - Checking that software and applications are updated
  - Guiding their team through technical issues and challenges

- Achievements and skills gained:
- <https://play.google.com/store/apps/details?id=com.lumilifev2>
  - <https://play.google.com/store/apps/details?id=com.lumish>
  - <https://play.google.com/store/apps/details?id=com.lucibuilding>

REDANTZ STUDIO GAME

Game Developer

JUN 2012 - DEC 2017

- Main responsibilities:
- Make game on Android and IOS with AndEngine, cocos2d-x, Unit

- Achievements and skills gained (some game available on store):
- <https://play.google.com/store/apps/details?id=com.redantz.game.zombieage2>
  - <https://play.google.com/store/apps/details?id=com.redantz.game.zombie>
  - <https://play.google.com/store/apps/details?id=com.redantz.game.ninja>
  - <https://play.google.com/store/apps/details?id=com.redantz.game.zombie3>
  - <https://play.google.com/store/apps/details?id=com.redantz.game.jump2>
  - <https://play.google.com/store/apps/details?id=com.redantz.game.jump>

DIVMOB STUDIO GAME

Game Developer

APRIL 2011 - JUN 2012

- Main responsibilities:
- Make game on Android and IOS with AndEngine, cocos2d-x, Unity



REFERENCES

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