

Truong Minh Hieu

Flutter Developer

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Summary of Qualifications

- Software Developer - Honor Graduate from the University of Transport and Communications.
- I have around 3 years of experience in developing mobile applications using Flutter.
- Successfully integrated and delivered numerous projects with Flutter as the primary framework, building and maintaining high-performance, visually appealing applications for both iOS and Android platforms.
- Expertise in integrating APIs from various sources and efficiently managing the application state using libraries such as BloC, Riverpod, GetX, and Provider to optimize performance and tightly control the application's state.
- Experienced in working with various databases such as MySQL, SQL Server, and MongoDB, as well as optimizing applications with local storage solutions like SQLite, Hive, and ObjectBox.
- Strong understanding of asynchronous programming, including Isolates, Streams, and Null Safety in Flutter and Dart.
- Have solid experience in publishing and maintaining applications on both the Apple App Store and Google Play Store, including handling public and unlisted app types, as well as managing requests and resolving issues during the app submission and review process.
- Integrating SDK and third-party services such as Google and Apple auth, AWS, Firebase, Heroku, and OneSignal.
- Familiar with backend development using Laravel, Nodejs, .Net and basic experience in web development with Vuejs and AngularJS.
- In addition, I am capable of architecting and maintaining clean, scalable, and reusable base code, following SOLID principles and clean code practices to ensure long-term maintainability and team collaboration efficiency.
- Proficient in using Git, managing branches and pull requests, and performing code reviews to maintain code quality and consistency across teams.
- Experienced in using project management tools such as Jira, Redmine, Kanboard, Notion, Trello and dev tools such as VS Code, Android Studio, Figma to coordinate development tasks, track progress, and enhance team productivity.

Work Experience

GHDC (8/2024 - now)

Flutter Developer

- Build and maintain the application codebase using Flutter, ensuring clean architecture and scalable structure.
- Collaborate with the team to develop new features and improve existing functionalities based on project requirements.
- Review code from other team members to ensure quality, consistency, and adherence to coding standards.
- Maintain and update the project, including building, packaging, and publishing applications on both iOS and Android platforms.
- Support the team in building web applications using Laravel and Vue.js.

TMSC VietNam (2/2023 - 8/2024)

Flutter Developer

- Participate in coding layouts for various screens from basic to complex with Flutter based on Figma design.
- Contribute ideas and analysis to build the system, sharing knowledge among team members.
- Maintain code, upgrade features and responsible for updating new app versions on Apple Store and Google Store.
- Work and support team members about backend and 3rd party services.

Technical Skills

Language: Dart, PHP, #C.

Frontend Platforms/Frameworks: Flutter, Vue Js, AngularJs.

Backend Platforms/Frameworks: Laravel, Nodejs, .Net.

Databases: MySQL, SQL Server, Oracle, MongoDB, SQLite, Hive, Objectbox.

Services: AWS, Heroku, Firebase.

Developer tool: Visual Studio, Android Studio, GitHub, Figma.

Others: Jira, Trello, Redmine, Kanboard, Notion.

Education

University of Transport and Communication

Information and Technology (GPA: 3.3/4)

Portfolio

<https://hieudc110501.github.io/portfolio/>

Projects

VNA TIMS (Vietnam Airlines Technical Information Management System):

(8/2023 - now) - GHDC

Description: TIMS is a comprehensive management solution designed for the aviation industry, supporting technical operations, maintenance activities, and aircraft management. Manage complete aircraft and engine information, including configurations, technical specifications, maintenance history, and current operational status. Record and monitor all technical events related to aircraft, including incidents, malfunctions, and maintenance issues that occur during flight operations or servicing. Track and manage maintenance, repair, and replacement costs to ensure effective budget control and optimized operational expenses. Support long-term financial planning for technical departments based on maintenance schedules, spare parts requirements, and workforce needs. Manage and monitor the procurement and approval process for spare parts, materials, and technical services related to aircraft maintenance.

Team size: 20

Role: Fullstack Developer

Responsibilities:

- Build and maintain the application codebase using Flutter, ensuring clean, maintainable, and scalable architecture.
- Implement Provider for state management to separate business logic from UI, improving performance and simplifying maintenance.
- Integrate RESTful APIs using Dio for efficient data handling and communication with backend services.
- Implement Firebase SDK to enable real-time push notifications and improve user engagement.
- Deploy and publish the application on both Apple App Store and Google Play Store.
- Collaborate closely with team members to design, develop, and enhance core features of the application.
- Support web development tasks built with Laravel and Vuejs.
- Developed multiple types of charts for visualizing aircraft-related statistics and operational data.
- Created an aircraft heatmap to visually represent cabin areas and highlight defect patterns in components such as seats, IFE screens, galleys, and lavatories based on user feedback and maintenance reports.
- Designed and implemented a multi-level order management system with complex approval hierarchies and workflows.
- Integrated VNPT digital signature into the app, allowing users to interactively position and sign PDF documents directly within the application.
- Implemented payment invoice, spare part calculator modules within the CMS system.

Technologies Used: Flutter, Laravel, Vuejs, MySQL, Provider, Firebase, Git, Figma.

Insida: (12/2023 - 6/2025) - freelancer

Description: A real estate application inspired by TikTok, offering a wide range of functionalities from basic to advanced. The app supports authentication via phone number, email, Google, and Apple accounts. Users can create and publish posts in multiple formats such as blogs, listings, and short videos, with built-in tools to edit photos and videos before uploading. Each post supports interactive features like like, comment, share, bookmark, and favorite. The app includes a real-time chat system for seamless communication between users. In the profile section, users can manage their followers and following, and view categorized content such as videos, blogs, listings, favorites, and bookmarks. The application also supports multi-language (English and Chinese) and provides both Light and Dark Mode for an enhanced user experience.

Time size: 15

Role: Frontend Developer

Responsibilities:

- Develop and integrate authentication features, including Google Auth and guest access for browsing content without login.
- Build and maintain complex profile functionality, including followers, following, user's posts and listings, account switching, and profile updates.
- Design and implement advanced short video playback using Isolates to fetch data and optimize UI performance, minimizing unnecessary rebuilds.
- Develop photo and video editing features using FFmpeg, supporting multi-layer editing and background upload through Isolates to avoid blocking the main thread.
- Implement real-time chat using Socket.io, and handle chat message caching with ObjectBox for performance optimization.
- Integrate AES and RSA encryption to securely encode API payloads before sending data to the server.
- Implement multi-language support (English and Chinese) and theme switching (Light/Dark mode).
- Apply Provider for state management and GoRouter for navigation management.
- Maintain, debug, and optimize app performance across multiple modules.
- Collaborate closely with PM and Backend team to ensure smooth integration and function delivery.

Technologies Used: Flutter, NodeJs, Nextjs, MongoDB, AWS, Firebase, Git, Figma, Redmine.

OvumB App: (2/2023 - 12/2023) - TMSC

Description: An ovulation and reproductive health app featuring four main modules: Assisted Reproductive Technology, Menstrual Cycle Management, Pregnancy Monitoring, and Baby Care. The app provides AI-powered reproductive support, including sLH test analysis with line chart visualization, menstrual cycle and body data tracking via calendar, and comprehensive pregnancy and baby growth tracking through daily data input (e.g., feeding, milk, food, weight, height).

Time size: 8

Role: Frontend Developer

Responsibilities:

- Developed responsive and dynamic layouts for various screens ranging from basic to complex, such as Authentication, Calendar, Charts, Scan, and Store, using Flutter.
- Participated in database design and RESTful API development using Laravel.
- Implemented the BloC pattern to separate business logic from UI, improving maintainability and performance.
- Integrated RESTful APIs into UI screens (Auth, Calendar, Chart, Test, Store) using Dio.
- Integrated an AI model for the sLH testing feature using TensorFlow Lite.
- Customized and implemented an object detection module using Kotlin and Swift to detect test trays.
- Designed and optimized a local SQLite database for offline data storage and synchronization with the server when connected to the internet.
- Developed Store features including Product Listing, Cart, Slider, Purchase, and Voucher systems.
- Integrated Firebase SDK for push notifications.
- Submitted and maintained app releases on both App Store and Google Play, and supported backend deployment to Heroku.

Technologies Used: Flutter, Laravel, MySQL, SQLite, BloC, Heroku, Onesignal, Git, Figma.

E-TMSC: (1/2024 - 8/2024) - TMSC

Description: A human resource management and timekeeping application with 2 main modules: admin & employee. The system provides management functions for administrators such as employee management, creating posts and reviewing applications. For functions of employees. Such as check in, check out at the company's location, track calendar, send applications, book meeting rooms and view information.

Time size: 6

Role: Frontend Developer

Responsibilities:

- Participate in coding UI and flexible layouts such as Auth, Home, Calendar, Profile using Flutter.
- Participate in database analysis and support coding RESTful API using Laravel.
- ImplementGetX + GoRoute to state management and navigation management.
- Using the Geolocator library to get the current employee's position to check in and check out.
- Integrate Firebase Cloud Messaging to push notification between users.

Technologies Used: Flutter, Laravel, MySQL, Shared Preferences, GetX, Heroku, Firebase, Git, Figma.

S-UTC: (1/2023 - 6/2023) - final year project

Description: The UTC's student app provides some features such as track of class, exam schedule using the calendar. Can view news, tuition, grade, gpa, personal information.

Time size: 1

Role: Fullstack Developer

Responsibilities:

- Coding APIs access to UTC's student management website via student's account to crawl and store student's data to MySQL.
- Design and coding layouts for UI such as Auth, Home, Calendar, Chart, Profile, Blog.
- Design the database and coding RESTful API using Laravel.
- Implement BloC to state management and navigation management.
- Using Dio to integrate RESTful API to UI screens.
- Integrate Firebase Storage to store blog's image.
- Deploy BE to Heroku service.

Technologies Used: Flutter, Laravel, MySQL, BloC, Heroku, Firebase, Git, Figma.