PHAM HOANG SANG

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   Flutter Engineer with 4 years of experience building scalable mobile products and frameworks. Specialized in Flutter architecture, performance optimization, and reusable code systems. Passionate about creating sustainable products and collaborating across functions to deliver impactful, user-centric experiences.

EXPERIENCE

ENLAB SOFTWARE/ CLEEKSY   Dec 2021 - Oct 2025

Role: Flutter Engineer | ERP → Low-code Platform (Eldesk → Cleeksy)

- Started as Flutter Intern at Enlab and transitioned to full-time Engineer.
- Continued developing the same core product through company restructuring into Cleeksy (2023).
- Applied Clean Architecture to improve maintainability and scalability; reduced onboarding time for new developers. Contributed to the transition into a Low-code Platform (2024 - present), designing reusable UI components and dynamic configuration tools for end-users.
- Collaborated with UI/ UX designers to deliver consistent, pixel-perfect experiences and improve usability.
- Built and maintained 10+ modules, deeply integrated third-party libraries (e.g., Quill editor, data charts) with business logic and performance optimization.
- Created detailed documentation for complex legacy modules, cutting knowledge silos and maintenance cost.

SELECTED PROJECTS

FINVORAS | FINANCE APP & FOUNDATION (IN DEVELOPMENT)   Feb 2021 - Present

- A full-stack Flutter project built with a dual focus on product experience and engineering scalability.
- Architected a modular monorepo (managed by Melos) with 6+ specialized packages for shared utilities, context-independent theming (app_orchestrator), advanced widgets, and reusable assets.
- Developed internal developer tools including a custom CLI (forked from flutter_gen) for asset/locale generation and a custom_lint package to enforce consistency across the codebase.
- Designed a flexible local-first architecture with tokenized design system and structured state management for maintainability.
- Set up CI/CD workflows (GitHub Actions/Fastlane) for automated build and release processes, preparing for future store deployment.

SKILLS

- Frameworks & Languages: Flutter, Dart, Typescript (Basic), NestJS (Basic), Angular (Basic).
- Architecture & State Management: Clean Architecture, GetX, MVVM, SOLID, DRY, KISS.
- API & Database: RESTful API, Firebase, Hive, Prisma ORM.
- Tools & Collaboration: Git (GitHub, GitLab), Figma, Agile/Scrum, Documentation.
- Languages: English (VSTEP B1 - Intermediate).

WORK VALUES

- Proactive collaboration & clear communication.
- Passion for learning & code quality improvement.
- Strong problem-solving & documentation habits.

EDUCATION

VIETNAM - KOREA UNIVERSITY (VKU)   Aug 2019 - Mar 2024

Engineer Degree in Software Engineering | GPA: 3.25

- Activities: Karate Club (2020 - 2022), VKU OS Club (2021).
- Award: Best Web Design SICT 2020 - Top 20.