

# Nguyen Thanh Trung

*Fresher Flutter Developer*

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## Summary

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- Strong foundation in UI/UX design, with a focus on modern and user-centered interfaces.
- Proficient in Dart and state management solutions like Provider, Bloc, and GetX. Passionate about clean architecture and writing scalable, maintainable code.
- Experience in publishing apps to the Google Play Store, including app submission, version management, and compliance with store policies.
- Seeking a professional environment to apply programming skills and contribute to the development of high-quality mobile applications while continuously learning and growing.

## Education

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**Hanoi University of Mining and Geology**, Majority: Software engineer Aug 2021 – Present

- GPA: 3.2/4.0

## Experience

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**Flutter Developer**, 1BITLAB TECHNOLOGY JOINT STOCK COMPANY Jun 2025 – Present

- Developed and maintained applications for Japanese clients in the education domain (course/instructor management).
- Implemented pixel-perfect, responsive UIs from Adobe Illustrator designs, ensuring JA//VN internationalization (i18n).
- Integrated RESTful APIs, managed data models, handled loading/error states, and implemented local caching with SharedPreferences.
- Optimized data-flow and state management using GetX within a clean architecture (service/repository layers) to reduce jank.
- Implemented course payment functionality by integrating the PayPay payment gateway for Japanese users.
- Collaborated in an Agile/Scrum team, participating in code reviews, following Git conventions, and writing unit/widget tests.
- Utilized DevTools to profile performance, identifying and resolving widget rebuild inefficiencies and memory leaks.

**Flutter Intern**, OES OPTIMAL ELEARNING SOLUTION June 2024– Dec 2024

- Developed a mobile grading application using Flutter to assist teachers in managing and scoring student exams.
- Designed and implemented a feature for creating and managing exam templates directly within the app.
- Integrated OpenCV to automate the grading process by scanning and recognizing answers from scanned test sheets.
- Built a user-friendly interface for entering and reviewing student scores with real-time validation and calculations.
- Collaborated with a team using Git and Agile development practices; contributed to code reviews and feature planning.
- Focused on optimizing app performance and creating reusable custom widgets for maintainability.

## Projects

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### NgonMangDI App

[github.com/jkay-kmm/ngonmangdi](https://github.com/jkay-kmm/ngonmangdi)

- Designed the overall UI/UX with a clean and accessible layout using Flutter's widget system.
- Developed a scalable and maintainable JSON data structure for storing full recipe information: metadata (id, title, image, views, likes), ingredients, steps, and notes.
- Implemented a local search feature for recipes by title or ingredients.
- Built the main screens: Home (recipe grid), Recipe Detail View, Category Filtering, and Offline Support using local storage (Hive).
- Optimized performance with lazy loading, reusable custom widgets, and smooth navigation transitions.
- Structured data entry and converted over 25 complete baby food recipes into standardized JSON format.
- Incorporated push notifications using Firebase Cloud Messaging to enhance user engagement and provide timely reminders for recipe updates and app features in NgonMangDi.
- Technology used: Flutter, SQLite.

### Brainrot

[github.com/jkay-kmm/brainrot](https://github.com/jkay-kmm/brainrot)

- Designed a comprehensive digital wellbeing and app blocking interface with a clean, accessible layout using Flutter's Material Design 3 widget system and custom UI components.
- Developed a scalable and maintainable data structure for storing app blocking rules, focus modes, and usage statistics with JSON serialization, supporting time limits, schedules, all-day blocks, and custom focus modes.
- Designed an intuitive and responsive UI with dynamic backgrounds reflecting weather changes (sunny, rainy, cloudy, etc.).
- Optimized performance with lazy loading, reusable custom widgets, smooth navigation transitions, and efficient background services that auto-start after device reboot.
- Structured comprehensive app usage tracking with daily screen time goals, brain health scoring algorithm (100-point system with visual mood indicators), and detailed analytics with usage patterns and productivity insights.
- Incorporated real-time app blocking with emergency bypass functionality, battery optimization handling, and comprehensive permission management for Usage Stats, Display over other apps, and Accessibility Service.
- Technology used: Flutter, Dart, Android Native (Kotlin), SharedPreferences, Provider, GoRouter, Accessibility Service, Foreground Service.

### Cleaning-Xu

[github.com/jkay-kmm/clean\\_xu.git](https://github.com/jkay-kmm/clean_xu.git)

- Image capture functionality to allow users to upload photos of trash sites for accurate reporting.
- Integrated Firebase Authentication for secure user login and management.
- Utilized Firebase Firestore and Cloud Storage for real-time data synchronization and storage of images and reports.
- Map-based location tagging using Google Maps API to precisely mark trash locations and visualize cleanup hotspots.
- Designed and optimized a user-friendly interface focusing on ease of reporting and community engagement.
- Incorporated push notifications via Firebase Cloud Messaging to remind users of upcoming cleanup events and important updates.
- Technology used: Flutter, Spring boot, Google Maps API, Hive, Bloc.

## Technologies

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**Programming Languages:** Dart, Java, Kotlin, SQL, JavaScript, HTML/CSS

**Frameworks Libraries:** Flutter (Bloc, Provider, GetX), Spring Boot

**Databases Services:** Firebase, SQLite, MySQL, RESTful API

**Tools Design:** Git, GitHub, Figma, Adobe Illustrator, Material Design

**Soft Skills:** Communication, Problem Solving, Teamwork, Critical Thinking