PHAM VIET SON TAY

Date of birth : Aug 3rd 1990

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Personal Summary

I am a highly motivated person who always listens and tries to learn new things. With the hard working ability, I can stand in a high pressure environment and finish work on time. Moreover, I am a friendly and good team member who always listens and helps teammate when performing in team work.

My objective is available to work as an engineer in Japan.

Academic

Vietnam National University – International University
Bachelor of Computer Science
- Major : **Computer science**
- Thesis : **Developing a game on Android platform with Unity - Toy Tank War.**

Technical skills

Language	*Methodologies*	*Tools*
Java (Core, Android)	UML	Netbeans
HTML and CSS	Software process	Eclipse
Javascript (VUEjs)	Agile method	MySQL browser
XML	Dijkstra	Notepad++
Objective-C (Learning)	A*	Microsoft Office
	Marching Cube	Unity
		Github
		GIMP
		FileZilla
		Android Studio

Android skills
GPS location
Google Map
Google Cloud Message
Google In App Purchase
iBeacon signal
Camera
Google Analytics
Twitter SDK
Facebook SDK
Bug Report SDKs
PDF Reader

Unity skills
2D and 3D animations (Mecanim)
Collision systems
2D User Interface

iTween (Translation)
Augmented reality (AR)
Android/iOs plugin
HttpConnection

Personal
Experience
Legiti Application
Android Developer

Ho Chi Minh city, Viet Nam
17 Le Duan, District 1
October 2015 – Present

As an Android developer, I develop a product application for company about the verifications for documents, images and videos.

Responsibility:
- Call API, using JSON parser.
- Applying Timestamp Libraries.
- Applying Google In App Purchase.
- Receiving push notification from server.
- Connecting with Facebook, Twitter, Dropbox, Box, …
- Using Java core for JApplet
- Estimating, giving advice for application improvement.

Achievements:
- Experience in Java JApplet.
- More experience in using HTTP connection in android.
- More experience in parsing JSON data from server.
- Experience in using Google In App Purchase.
- Experience in Google Cloud Message.
- Experience in Google Play Publishing and managing price for Google Subscription/Managed Items.
- Experience in Timestamp Libraries.
- Experience in estimating tasks.

Vitalify Asia
Android / Unity Developer

Ho Chi Minh city, Viet Nam
224A-B Dien Bien Phu Street,
Ward7, District 3
Tel: (08) 3932 6293
March 2014 – Sep 2015

  As an Android and Unity developer, I have joined into some projects as main developer or supporter with many different requirements related to Android platform.

  Responsibility:
- Finding user current location.
- Optimizing Twitter and Facebook connection.
- Convert Images to Video.
- Creating Alarm Management.
- Receiving iBeacon signal.
- Receiving push notification from server.
- Unity Tracking image.

Achievements:
- More experience in GPS location.
- Knowledge and experience in iBeacon and Bluetooth Low Energy.
- Experience in using Twitter and Facebook sdk (Graph API).
- Experience in Google Cloud Message.
- Experience in using Android NDK (ffmpeg).
- Experience in Unity Vuforia library and 3D system.
- Experience in Unity 2D Interface.
- Experience in Unity HTTP API.

Vitalify Japan
Android Developer - Onsite

Tokyo city, Japan
〒150-0021 Shibuya-ku, Ebisunishi
Tel 03-5428-6346
Jan 2015 – April 2015

  Working onsite in Japan for 3 months as an Android developer, I had joined into a project as main developer to develop an application using API to communicate with server.

  Responsibility:
- Call API, using JSON parser.
- Optimizing Twitter and Facebook connection.
- Applying Google Analytics.
- Receiving push notification from server.
- Applying Bug report SDKs.

Achievements:
- More experience in using HTTP connection in android.
- More experience in parsing JSON data from server.
- Experience in using Google Analytics.
- Experience in Google Cloud Message.
- Experience in Bug report SDKs.
- Experience in estimating project and self management.

Tre Viet Soft   **Ho Chi Minh city, Viet Nam**
Software Engineer –   *30-32 Street 18,*
Part-time for my Instructor   *Binh Hung ward, Binh Chanh district*
                                                 April 2013 – Sep 2013

Responsibilities:
- Collect requirements from customer.
- Analyst requirement and design in UML such as activities diagram, sequence diagram.
- Design html, css for web pages from Photoshop files.
- Develop website using Php (Zend framework).

Achievements:
- More experience in programming skill.
- Having ability to work with high pressure and keeping the project on time.
- Delivering some website to customers such as beverlynailsalonaustin.com, alamonailspa.com , ref.edu.vn.

International University   **Ho Chi Minh city, Viet Nam**
Game developer (Thesis in School)   ***September 2013 – March 2014***

As a game developer in International University, I have developed a game named Toy Tank War by using Unity Engine.

Responsibility:
- Researching on Unity documents, tutorials and scripting references.
- Researching on geometry of space and physics theory.
- Developing functions for skills and collisions in game.
- Creating simple 3D models using 3Ds max.

Achievements:
- A good knowledge of Game programming.
- Developed a funny, excited game run on Android Platform

The Law Studio
Android Developer – Freelancer

Ho Chi Minh city, Viet Nam
Mobile : 090 281 9634 - Mr Dat
April 2015 – Present

As a team member of The Law Studio team, I have developed an android application which has functions that helps Vietnamese citizen get easier to know the law. The applications use data from online and local, it supporting search detail of the documents, read and print PDF files.

Responsibility:
- Using XML parser.
- Using Http connection.
- Using module MuPDF for reading PDF files.
- Applying Print PDF files.
- Receiving push notification from server.

Achievements:
- More experience in using HTTP connection in android.
- More experience in parsing XML data.
- Experience in estimating the project.
- Experience in using PDF libraries.

Application on Google Play :
https://play.google.com/store/apps/details?id=com.thelawstudio.luatdoanhnghiep

Ho Chi Minh Transport Department
Android/iOS/Unity Developer – Freelancer

Ho Chi Minh city, Viet Nam

Mobile : 0913 700 414 - Mr Dung
Oct 2016 – Present

I develop applications for showing information in traffics laws to user especially driver or driving teacher. The applications are developed in Android and iOS platform.

Responsibility:
- Using Http connection.
- Using module MuPDF for reading PDF files.
- Applying Print PDF files.
- Simulating a Traffics Test for user.
- Simulating 3D Traffics Practice for user (Using Unity).

Achievements:
- More experience in using HTTP connection in Android, IOS and Unity.
- More experience in Google Cloud Print.
- Experience in estimating the project.
- Experience in 2D UI in Unity.
- Experience in 3D Translation in Unity.

Application on Google Play :
https://play.google.com/store/apps/details?id=app.camnanglaixe.com.camnanglaixe

IOS App Store (Reviewing)

Communication Fluently in English and Vietnamese.
Japanese in Lowest Level (N5) – learning to N4.

Hobbies and Interests
- Reading books.
- Joining Charity.
- Playing Organ and Guitar.
- Watching Naruto cartoon.
- Playing sport, especially Karatedo.