Nguyen Duc Hoang

Software Developer

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OBJECTIVES

Experienced in both frontend and backend development for web and mobile applications, delivering fast and efficient solutions. Versatile, adaptable, and eager to learn with a strong commitment to continuous improvement and tackling new challenges.

SKILLS

Programming languages and Technologies:

- Java
- JSP/Servlet
- Spring Boot
- PostgreSQL
- MySQL
- ReactJS
- JavaScript/TypeScript
- Flutter
- Dart

Others:

English: Advanced

EDUCATION

FPT University - *Bachelor of Software Engineering*   2020 - 2024
GPA: 7.8/10

WORK EXPERIENCE

EyeQ Tech - *Flutter Developer*   Nov 2024 - Feb 2025
Main responsibilities:
- Developed mobile applications for task management and agriculture, including farm management tools
- Experienced in Firebase Authentication, Firestore, Cloud Messaging, SQLite, online and offline synchronization, QR scanner, video streaming/call using WebRTC and LiveKit, and optimizing cache for API response time,...
- Integrated RESTful / GraphQL APIs for backend communication
- Utilized the BLoC pattern for state management and GetIt for dependency injection to enhance modularity and scalability

Golden Cloud Solutions JSC - *Java, ReactJS Developer*   Sep 2024 - Oct 2024
Main responsibilities:
- Developed Spring Boot backend and ReactJS frontend for an HRM SaaS application and a to-do mobile app
- Designed and implemented database relationships
- Built, integrated RESTful APIs and handle logic
- Implemented JWT authentication and role-based authorization mechanisms

LHD Technology Services JSC - *Flutter Developer*   June 2024 - Aug 2024
Main responsibilities:
- Developed a mobile app for customers to make restaurant reservations and a companion app for restaurant staff to manage reservations and personnel
- Handled app logic, UI design, and animations throughout the application
- Integrated RESTful APIs to handle backend communication
- Utilized the BLoC pattern for state management

FPT Software - *Java Developer*   Feb 2023 - Apr 2023
Main responsibilities:
- Building a LMS - Learning Management System
- Manage a syllabus containing programs with sessions, manage a training program containing programs from syllabuses and manage students in a class for teacher role
- Manage a class applying a training program with schedule as well as class information(location, address, tower,...) for staff role
- Manage account and permissions for admin role

PROJECTS

Seamorny   (Nov 2024 - Feb 2025)

Customer	EyeQ Tech
Description	- This mobile app is designed for managing the company's crab business, enabling efficient tracking of crabs status, managing employee workflows and overseeing real-time video streaming for staff to monitor operations.
Team size	3
My position	Flutter Developer
My responsibilities	- Analyzed and designed UI for farm management tools and task management applications - Integrated RESTful / GraphQL APIs to handle farm-related logic and backend communication - Built Android applications, optimized code, and reviewed existing code for improvements - Fixed bugs and enhanced application functionality - Applied new technologies such as Firebase services, LiveKit,...
Technologies used	- Flutter, Dart, Kotlin, Android - Firebase Cloud Messaging, LiveKit, WebRTC, QR Scanner, BloC, GetIt,...

Goco   (Sep 2024 - Oct 2024)

Customer	Golden Cloud Solutions JSC
Description	- This backend system built for a mobile app that allows users or groups to list, manage, and track tasks or to-dos efficiently, providing seamless functionality for task management and collaboration
Team size	6
My position	Java Developer
My responsibilities	- Analyzed and designed database relationships - Built and documented RESTful APIs for frontend integration - Implemented secure authentication and authorization mechanisms with Spring Security and JWT. - Fixed bugs and enhanced application functionality - Wrote unit and integration test
Technologies used	- Java, Spring Boot, Spring JPA, Spring Security, Swagger UI, JUnit, MySQL

Pagepals   (Jan 2024 - June 2024)

Customer	University thesis project
Description	- A system that users share book knowledge through video conferences - a playground for book lovers that users can make their own services or seminars about a book content and get paid from others
Team size	4
My position	Full-stack Developer
My responsibilities	- Designed and implemented the solution for users, services, seminars and bookings management - Build mobile app integrating Zoom Meeting Service, Google Books API, Firestore, Firebase Cloud Messaging - Developed GraphQL APIs for enhanced querying capabilities - Wrote unit tests and integration tests in backend system - Wrote technical documents for the project
Technologies used	- Java, Spring Boot, Spring JPA, Spring Security, Swagger UI, JUnit, PostgreSQL - ReactJS, Vite, Redux, Flutter, Dart, Firestore, Firebase Cloud Messaging, Zoom Video SDK,...