Nguyen Duc Hoang

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❖ WORK EXPERIENCE

EyeQ Tech - *Flutter Developer*   Nov 2024 - Feb 2025

- 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, multi-languages 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

- 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 handled logic.
- Implemented JWT authentication and role-based authorization mechanisms.

LHD Technology Services JSC - *Flutter Developer*   June 2024 - Aug 2024

- 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

- Built an LMS-Learning Management System.
- Managed a syllabus containing programs with sessions, managed a training program containing programs from syllabuses, and managed students in a class for the teacher role.
- Managed a class applying a training program with a schedule, as well as class information (location, address, tower, etc.) for the staff role.
- Managed account and permissions for the admin role.

❖ PROJECTS

Seamorny *(Nov 2024 - Feb 2025)*
- 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: 5
- 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)*
- This backend system is 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/ReactJS Developer
- My responsibilities:
    - Analyzed and designed database relationships.
    - Built and integrated RESTful APIs.
    - Implemented secure role-based authentication and authorization mechanisms with JWT.
    - Fixed bugs and enhanced application functionality.
    - Wrote unit and integration tests.
- Technologies used: Java, Spring Boot, Spring JPA, Spring Security, Swagger UI, JUnit, MySQL,...

Pagepals *(Jan 2024 - June 2024)*
- A system that users share book knowledge through video conferences - a playground for book lovers where users can make their own services or seminars about a book's content and get paid by others.
- Team size: 4
- My position: Full-stack Developer
- My responsibilities:
    - Designed and implemented the solution for users, services, seminars, and bookings management.
    - Built 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 the 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...

❖ EDUCATION

FPT University   Ho Chi Minh City

Bachelor of Software Engineering *(June, 2024)*

GPA: 7.8/10

❖ SKILLS

- Programming languages and Technologies: Java, Spring Boot, PostgreSQL, MySQL, NodeJS, ReactJS, ExpressJS, JavaScript, Flutter, Dart
- English: Advanced
- 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.