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**
- Flutter
- Dart

Others:

English: Advanced

EDUCATION

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

2020 - 2024

WORK EXPERIENCE

EyeQ Tech - Flutter Developer 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 Main responsibilities:

Sep 2024 - Oct 2024

Nov 2024 - Feb 2025

- 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,