# Phuc Huynh

A software engineer who always aims to deliver the best experiences to users.

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#### **EXPERIENCE**

## mStage, Ho Chi Minh City— Intern mobile developer

JUNE 2017 - FEB 2018

It was my very first company. I was an intern Android developer who worked on the AppKit project.

## mStage, Ho Chi Minh City — Mobile developer

FEB 2018 - MAY 2020

I continued to work at mStage as a mobile developer. I spent most of the time working on the mobile projects.

## **iBe**, Ho Chi Minh City— Lead mobile developer

MAY 2020 - NOVEMBER 2020

I was the mobile developer who led the process of rebuilding the old app from ReactNative to Flutter.

## **ComeWithMe**, Ho Chi Minh City— Lead mobile developer

MARCH 2020 - MAY 2021

Spent the first 7 months with a part-time role since the team members had already had a full-time job. I was responsible for building the app from scratch.

#### **EDUCATION**

## Ho Chi Minh City University of Technology, Ho Chi Minh

City — Bachelor of Computer Science

2014 - 2019

## **PROJECTS**

#### **AppKit** — *Java*

JUNE 2017 - JUNE 2018

A framework helps users create awesome Android/iOS applications by drag and drop. I had to deal with creating custom components and managing their properties, size. It was a fantastic project which helped me understand how Android's view works under the hood. I also had the

#### **SKILLS**

2+ years in Flutter. Have a strong background in Dart, Flutter layout, OOP and Functional programming. Worked with some state managements: Redux, Provider, Bloc. Familiar with writing unit tests.

1+ years in Android. Have experiences with Android MVP, Dagger, RxJava + RxKotlin.

10+ months with React-Native. Have a good background with Javascript. Have experiences with Redux, React-Navigation, CodePush.

Familiar with RESTful API, GraphQL.

#### **INTERESTS**

Riding (Motorbike)

Playing sports (Badminton, Football)

Reading books

Playing guitar

#### **LANGUAGES**

Vietnamese, English

chance to learn Reactive programming from a big application.

Used ReactiveX Java, Redux, Firebase.

## **OnAppTV** — React Native

JUNE 2018 - AUGUST 2019

A cross-platform solution helps users control Set-top Box (STB) by smartphone instead of the remote. It was my first time touching a cross-platform framework. It wasn't so hard since I had known Javascript before. I had a hard time dealing with the STB SDKs which were written in Java and ObjC.

Used React Native, Redux, GraphQL.

#### hasBrain — React Native

MAY 2018 - AUGUST 2019

A reader application gives users a huge resource of articles from popular platforms (Medium, Hackernews, Reddit, ...). Users can change topics, platforms to fit their requirements.

Used React Native, Redux, GraphQL.

## **AppKit** — Flutter

DECEMBER 2018 - OCTOBER 2019

A design system built on Flutter helps developers and designers communicate better in order to speed up the development process. Integrated Firebase and Machine Learning to quickly build prototypes from drawing.

Used Flutter, Bloc, Firebase.

### iBLTV — Flutter

JUNE 2019 - OCTOBER 2019

An application helps the client distribute contents of a Taiwan Television Channel. The client can update the contents without server and CMS (Content Management System) by editing the JSON stored on Amazon S3. Any developer can modify the components by editing JSON based on the documentation without knowing Flutter.

Used Flutter, AppKit, Firebase and S3.

## **Grow Kid Bank** — Flutter

AUGUST 2019 - DECEMBER 2019

Helps kids learn finance, saving and investing money with a mini stock market.

Used Flutter, AppKit, Firebase Database and Cloud Functions.

## **Security Camera App** — *Java & Kotlin*

DECEMBER 2019 - MAY 2020

An android application transforms a normal phone into a surveillance camera. The camera supports motion detection, face detection and full HD resolution.

Used Java, Kotlin, FFMPEG, Camera2, ReactiveX, Dagger, and WebSocket.

## A super app for student — *Flutter*

MAY 2020 - NOVEMBER 2020

A cross-platform solution to handle student problems like finance (managing their money, paying fee, buying sale off foods from sponsor), personal development (provide soft skill tutorials) and entertainment (listening to music with Player, reading funny stories, watching videos).

Used Flutter, Redux, RESTful API to communicate with a PHP server.

#### **ComeWithMe** — Flutter

MARCH 2020 - MAY 2021

A startup born under COVID-19 pandemic helps users find awesome online-game partners. Users can quickly find partners which are selected carefully from our system in order to provide the best experience. Managing booking/reservation, communicating with others, discovering new partners are included in one application.

Used Flutter, GraphQL, Redux, Bloc..