**QUAN DINH HOANG**

**Android Developer**

**PROFESSIONAL SUMMARY**

* Around **5** years of experience in in analysis, design, development, implementation and testing client, server and enterprise applications using **Java** and **J2EE** technologies
* Extensive experience in Android application development.
* Good understanding in Android OS, interactive application development and memory management.
* Proficient with common Android Framework API’s (**Location**, **Camera**, **Scanner**, **Notifications**, **Maps**, **Data** **Storage**, and **Notification**).
* Developed elegant user interfaces with rich features.
* Expertise building Native Android Applications using (**ANDROID SDK**)
* Designed **GUI** and **interfaces** with services for mobile applications.
* Experience in working with the latest API’s Android Versions 4.0 to 8.0
* Experience in using **Fragments**, **Activity Framework**, **Action Bar Navigation**, **Menu** **designs** and **view controls**, **Loaders**, **Scroll** **View**, **List** **View**, and **Recycler** **Views**.
* Experience working with **MVC** (Model View Controller) and **MVP** (Model View Presenter), **MVVM** (Model View View Model) frameworks patterns.
* Expertise in integrating libraries such as **Retrofit**, **Butter knife**, **Picasso**, **Volley, RxJava,** and **Dagger** application development.
* Validated JSON reponse as per the given **REST API’S**.
* Experience in **GSON Library**, **RETROFIT 2.0 Library** for parsing the **JSON**.
* Also worked with Gradle wrapper and dependencies for **Gradle** configuration.
* Designed GUI and interfaces with services for mobile applications, Asynchronous Programming in Android (such as **Thread** **pool**, **AsyncTasks** and **Services**). Implemented the monetization of apps, which has capabilities to do in-app purchases.
* Experience with source code control management like **GIT**.
* Worked with **In**–**app** **purchases** and payment gateway integration using various API’s and SDK’s
* Knowledge in designing and developing adaptive UI components, widgets for android phones, tablets using **Notifications**, **Adapters**, **Content** **Provider**, **Services**, **SQLite**.
* Experience in using **Storage** options in Android like **Shared** **Preferences**.
* Knowledge in working with **audio** and **video**.
* Excellent debugging and problem-solving skills with **Eclipse**.
* Extensive experience in requirement **analysis**, **functional** **analysis**, excellent **conceptual** and **logical** **thinking**.
* Experience with variety of operating systems like **Windows**, (**Linux**) **Ubuntu**.
* Ability to grasp and master new technologies, excellent analytical and problem-solving skills.
* Able to take initiative work independently and also as a team player.

**TECHNICAL SKILLS**

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| **Technologies:** | Android SDK, Android NDK, J2EE, WebService-APIs, REST, SOAP |
| **Android OS** | Android 2.2 to Android 8.0. (Ice cream sandwich to Oreo) |
| **Frame Works:** | MVC, MVP, MVVM ACTIVITY & FRAGMENTS |
| **Markup Languages:** | HTML, JSON |
| **Programming languages:** | JAVA, Kotlin, SQL, HTML, XML, Python, Microsoft server |
| **Tools** | SQLite, Microsoft SQL, MySQL, MS Office, Photoshop Adobe, Illustrator Adobe, Git |
| **IDEs** | Android Studio, Eclipse |
| **Scripting languages** | JavaScript, JQuery |
| **Operating Systems** | Android, Windows XP, 7, 8, 10, Ubuntu |

**WORKING EXPERIENCE**

**Client: Medline Industries,** Northfield, IL **October 2018 - Till date**

**Role: Android Developer**

**Description:** Medline Industries, Inc., is a private American healthcare company based in Northfield, Illinois. It is the largest privately held manufacturer and distributor of medical supplies providing products, education, clinical programs and services across the continuum of care with offices in 20 different countries.

**Responsibilities:**

* Optimized and reduced code complexity.
* Refactored the code base to optimize start-up time and memory usage.
* Worked with **Retrofit** for handling HTTP based REST API request and response.
* Participated in several spaces like **Designing**, **Enhancements**, **Bug**-**fixing**, **KT** **Sessions**.
* Developed the **activities** and **UI** **layers**
* Used **Android** **SDK** and **Eclipse** **IDE** for development.
* Designing **GUI** and **interfaces** with services for mobile applications.
* Implemented **Fragments** to make the app usable on both **Smart** **phones** and **Tablets**.
* Implemented **Android** **Multimedia** **Framework** for integrating **audio**, **video**, and **images** into the application.
* Data Storage with SQLite database including retrieving, updating database.
* Implementing **Broadcast** **Receivers** for Android.
* Test and error logging on different versions and devices of Android.
* Working on linear, frame and relative layouts.
* Used **MVP** (Model View Presenter) framework pattern which has views such as **Recycler** **View** and **Scroll** **View**, **List** **View**.
* Innovate and brainstorm new features.
* Working on **Toast**, **Dialog** notifications.
* Used third party libraries like Zxing, Zebra for Barcode Scanner and Camera implementation
* Developed the app to adapt to **different** **orientations** (Landscape/Portrait) and various resolutions (idpi/mdpi/hdpi/xhdpi) based on the device specification.
* Key resource for layout and UI work utilizing xml, **Views**, **WebView**, **ListView**, **Menu** **Item**, **Activities**, **Fragments**, **Frame**, **Animations**, **Notifications**, **Carousel**, **Push** **Notifications**, **Loaders**, **AsyncTask**, **Custom** **buttons** etc.
* Utilized button style and edit text background, added background selector.
* Different **UI features** and **bugs.** Fixing crashes from production and dev branch.
* Implementing Notification Manager to display updates on the notification bar.
* Used **GSON** Library, **RETROFIT** 2.0 Library for parsing the JSON.
* Also used **Rxjava** Observable and subscrible pattern.

**Client: US Army Corps of Engineers,** Tulsa, OK **Jan 2018 – June 2018**

**Role: Android Developer**

**Description:** The US Army Corps of Engineers wanted to create an application for various locations across the US for young audiences when they visit natural places. The rangers at Tulsa was asked by the DC to build a prototype for the application.

**Responsibilities:**

* Involved in full life cycle of the application including **prototype**, **design**, **development,** and **testing**.
* Redesigned the application from scratch.
* Developed different features for the application.
* Refactored the code base to optimize start-up time and memory usage.
* Integral in internationalizing of the app to support **different** **languages**.
* Developed rich UI for most of the modules in the application using **RecyclerView**, **ScrollView**, **ViewPager** and **Navigation** **Drawer**.
* Customized different widgets that include **Buttons**, **Toasts** and **Dialogs**.
* Data Storage with **Shared** **Preferences**.
* Improved crashes handling and made the application awesomely stable.
* Responsible for developing the **Android** **UI** **layouts** (**Linear** **Layout**, **Relative** **Layout**).
* Responsible for developing the user login screens and design the **Context** **menus** based on the Android **Menu** **Navigation**, **Tabbed** **Navigation** control and **Action** **Bar** **Control**.
* Used **Android** **SDK** and **Eclipse** **IDE** for development.
* Implemented Fragments to make the app usable on both **Smart** **phones** and **Tablets**.
* Developed the caching module that caches User profile in SQLite. Used both SQL Helpers as well as Raw Queries.
* Implemented **Android** **Multimedia** **Framework** for integrating **audio**, **video**, and **images** into the application.
* Test and error logging on different versions and devices of Android.
* Working on linear, frame and relative layouts.
* Simple **Mini**-**games.**
* Utilized button style and edit text background, added background selector.
* Implemented **Custom** **designs** for the application.
* Used **Glide** library for loading the images and customizing them.
* Adjusting font styles, line spacing, margins, page animations, background color and screen brightness for more comfortable reading.
* Implementing Notification Manager to display updates on the notification bar.
* Work closely with the web application development team to ensure proper integrations between mobile application and web application.

**Client: Motorola Solutions,** Chicago, IL **Jan 2017 – Nov 2017**

**Role: Android Developer**

**Desription:** Motorola Solutions creates technologies our customers refer to as their lifeline. Our technology platforms in communications, software, video and services help our customers work safely and more efficiently. Devices Android Application Development Team is responsible for architecting, designing Android applications for use by Public Safety customers.

**Responsibilities:**

* Involved in requirement gathering and outlining.
* Worked in **Databases** using native android API.
* Responsible for developing the **Android** **UI** **layouts** (**Linear** **Layout**, **Relative** **Layout**).
* Responsible for developing the user login screens and design the Context menus based on the Android Menu **Navigation**, **Tabbed** **Navigation** control and **Action** **Bar** **Control**.
* Developed the caching module that caches User profile in **SQLite**. Used both **SQL** **Helpers** as well as **Raw** **Queries**.
* Responsible for the Android business logic that uses **JSON** queries for getting data from the backend systems.
* Developed different features for the application.
* Created repositories on **github**. **Maintaining**, **updating** and **approving** PRs on the repository.
* Worked on linear, frame and relative layouts.
* Working on parsing **XML**, **JSON** and serialized data.
* Working with embedded relational databases (**SQLite**).
* Testing included emulator and device testing with multiple versions and sizes.
* Involved in performance testing along with **Functional** and **regression** tests.
* Used Quality center and followed the defect workflow during the defect resolutions
* Coordinated with **Configuration** **Manager** for continuous integration.
* Managed and coordinated for timely deliver.
* Troubleshoot, optimize and performance tune.
* Innovate and brainstorm new features.
* Tested the app across different versions of Android and different android phones to assure quality and performance.
* Used various Java, J2EE design patterns like **Session** **Facade**, **Data** **Access** **Object** (**DAO**)

**Client: Care Cloud,** Miami, FL **Jan 2016 – Sep 2016**

**Role: Android Developer**

**Desription:** CareCloud believes that healthcare deserves tools that are as modern, well-designed, and easy-to-use as the ones encountered elsewhere in our daily lives. The status quo of in-house servers, annual software upgrades, clunky screens and forced purchases of unwanted solutions is a relic. It impedes physicians and patients alike. This focuses on advanced techniques for the entire app development cycle.

**Responsibilities:**

* Worked in different phases of the project cycle like **design**, **development**.
* Implemented Custom receiver that implements the **Receiver** **API** and handles custom messages from your sender app.
* Also implemented the In-app Billing service using an API that is exposed by the Google Play app that is installed on the device with interprocess communication (IPC) and receives responses from the Google Play app with communicating with Google Play servers.
* Work closely with a Project Manager and a Mobile Architect to execute solutions
* Working with data from outside **APIs**
* Headed all the **UI** operations in the application.
* Working on parsing **XML**, **JSON** and **serialized** data.
* Working with embedded relational databases (**SQLite**).
* Developed the activities and **UI** **layers.**
* Tested the app across different versions of Android and different android phones to assure quality and performance.
* Used **Android** **SDK** and **Eclipse** **IDE** for development.
* Implemented **Fragments** to make the app usable on both **Smart** **phones** and **Tablets**.
* Worked on **Generic** **Grids** and **Custom** **List** **Views** to list the **XML** and **HTML** feeds.
* Developed the app to adapt to different orientations (**Landscape**/**Portrait**) and various resolutions (**ldpi**/**mdpi**/**hdpi**) based on the device.
* Integrated the app with cloud-based **storage** **networks** and used **Restful** web requests to access data from them.
* Implementing **Broadcast** **Receivers** for Android.

**Company: E-Leisure Software,** Hanoi, Vietnam **July 2014 – Oct 2015**

**Role: Android Developer**

**Description:** E-Leisure Software company works in the fields of software development for national and international client in web development and mobile applications.

**Responsibilities:**

* Played key role in **designing**, **developing**, and **maintaining** the code.
* Wrote code using **MVC** architecture pattern.
* Troubleshoot, optimize and performance tune.
* Innovate and brainstorm new features.
* Optimized and reduced code complexity.
* Worked with **Retrofit** for handling HTTP based REST API request and response.
* Implemented **Camera** **API** to share photos with server.
* Used **Glide** library for loading the images and customizing them.
* Customized different widgets that include Buttons, Toasts and Dialogs.
* Optimized the **UI** **icons** and **Drawable** using resizer tools and Google Material Design.
* Implemented **Layouts**, **Services**, **ASYNCTasks**, UI Threads and **Implicit** **Intents**, **Explicit** **Intents**, **Custom** **Menus** and **Strings**.
* Used media codec for accessing low level media encoders and decoders for supporting multimedia infrastructure.
* Implementing Notification Manager to display updates on the notification bar.
* Used **shared** **preferences** to store data.
* Designing GUI and interfaces with services for mobile applications.
* Used third party libraries like **Zxing**, **Zebra** for Barcode Scanner and Camera implementation
* Used **SQLite** to cache the data received from the **Restful** web services.
* Work closely with the web application development team to ensure proper integrations between mobile application and web application.
* Also implemented the In-app Billing service using an API that is exposed by the Google Play app that is installed on the device with interprocess communication (IPC) and receives responses from the Google Play app with communicating with Google Play servers.
* Tested the app across different versions of Android and different android phones to assure quality and performance.
* Developing the required XML screens for the required transaction process.
* Support for **multiple** **screen** **densities**, working with **Phones** and **Tablets**, with **landscape** and **portrait** screen orientations, as well as multiple resource draw able.

**EDUCATIONAL QUALIFICATIONS**

**Southwestern Oklahoma State University**

Bachelor of Science in Computer Science

**AWARDS**

**High performance computing competition**in **Tulsa, Oklahoma 2016**

3rd place, build simple computers to solve matrix problem using raspberry pi (paralleled computing)