QUANG PHAM

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Software Engineer

Mobile-oriented design and development

http://career-advice.monster.com/resumes-cover-letters/Resume-Samples/sample-resume-software-engineer-midlevel/article.aspx

- Full-stack software developer with 10+ year coding in web and mobile developing cost-effective
- Experience in the full software development lifecycle from concept through delivery. Able to turn ideas into solutions in short period of time and cost-effective

Skills and Competences

Objective-C, Swift, Ruby on Rails, Nodejs, Go, C++, Unity (C#), Postgresl, Mongodb, Cordova, Ionicframework, JS, Angular, React, Jquery, HTML, CSS, D3, Lodash, Grunt, Bower, LESS, SASS, Drupal, Wordpress, Joomla, Docker, Chef, CoreOS, Data collection/visualization and more

Professional Experience

Software Developer, 04/2013 – 08/2014, Sayduck Oy, Helsinki

Developing Augmented Reality applications with Unity & Vuforia Optimising UI for Sayduck app in iOS & Android

Software Developer, 07/2012 – 04/2013, Introdex Oy, Helsinki

Developing iOS application with Apple native development kit

Software Developer, 02/2010 – 07/2012, Mirium (Activeark), Helsinki

Developing websites (frontend and backend) using Drupal, Codelgniter, Express Engine, Joomla

Developing mobile website using with Drupal, Web Responsive Tech, HTML5 R&D on mobile framework such as Titanium and Sencha-Touch Localization testing for mobile applications running on Nokia phones

Education

Haaga-Helia University of Applied Science, Finland Bachelor degreed of Business and Information Technology (2012)