

Tran Binh Minh

Mobile Developer(Flutter, Android, iOS)

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SUMMARY

I'm a mobile developer with 4 years of experience in mobile technologies (which includes 2 years of experience in Android Development, 1 year of experience in iOS Development, and 2 years of experience in Flutter Development), with good knowledge of algorithm, data structures, and experience with Object-Oriented Analysis and Design, Database Design, Design Patterns.

Learning new languages and technologies is what I am passionate about. I am considered a team-player because I like to help others and tend to work well within the group. I can also do some mentoring tasks and do code reviews for other team members. In addition, I can also work well independently.

TECHNICAL SKILLS

- **Programming Languages:**
 - Dart, Java, Kotlin, Swift, C++
- **Frameworks/ Platforms:**
 - Flutter
 - Android, iOS
- **Others:**
 - Good understanding of OOP methodologies.
 - Good knowledge of the algorithm.
 - Experience with some design patterns.
 - Worked with Unit test, Widget test, Integration test.
 - Experience in installing CI/CD systems on Github action, Gitlab CI.
 - Learn new knowledge quickly.
- **Version Control:**
 - Git
 - Github, Gitlab
- **Foreign Languages:**

English: not good, but I can read and understand the document.


EDUCATION


THAI NGUYEN UNIVERSITY
UNIVERSITY OF INFORMATION AND COMMUNICATION
TECHNOLOGY (ICTU)

08/2016 to 08/2021

- **Studying Software Engineering**
- Certificate of achievement of **The 2019 ICPC Asia Pacific Danang Regional Contest** and **The 2018 ICPC Asia Pacific Hanoi Regional Contest**
- Participated in the OLP Vietnam Contest and won consolation prize in 2018 and 2019.
- Participated in ICTU Programming Contest and won first prize in the years 2017,2018,2019.

PROFESSIONAL EXPERIENCE

Others	01/2017 - Now
<ul style="list-style-type: none">• I have created a small game based on the Android platform called Bird shooter.• I created a sleep statistics app called Make Sleep Better on the Flutter platform. <div data-bbox="715 1021 871 1176"></div> <ul style="list-style-type: none">• In the process of working with Flutter I created some packages & plugins to fix some problems.<ul style="list-style-type: none">○ https://pub.dev/packages/lazy_code It provides some extensions for using TextStyle, BuildContext, a few Widgets for Size manipulation.○ https://pub.dev/packages/action_mixin It helps to pass events from logic code to UI code, it uses Callbacks.○ https://pub.dev/packages/copy it solves the copyWith null problem, normally copyWith will not be able to function with null, some packages also solve the same problem eg Freezed but it is complicated to use.○ https://plugins.jetbrains.com/plugin/14641-flutter-riverpod-snippets This plugin works with IDEA-based version 181 or higher. it provides templates that make coding faster and more convenient when using the library https://pub.dev/packages/riverpod.	

EagleTeam	08/2017 - Now
<p>Position: Mobile Developer</p> <p>Project: Student Social mobile</p> <ul style="list-style-type: none"> • Project description: This is an open source project jointly developed by my team. it helps ICTU students look up information easily, some key features such as viewing class schedules, viewing exam schedules and viewing their grades. It was originally developed on the Android platform, now it has been ported to the Flutter platform. • Team Size: 4 • Responsibilities: Discuss with team members and come up with appropriate UI / UX. Android and iOS app development and deploy to Google Play. • Technology Used: Flutter, Android 	

AndesGroup	08/2019 - Now
<p>Position: Mobile Team Leader</p> <p>Project: Andes app</p> <ul style="list-style-type: none"> • Project description: The system helps everyone wishing to travel along the same route and reduce costs. Help drivers find suitable customers based on criteria such as price, location, route ... and customers will also find suitable trips for them. • Team Size: 5 • Responsibilities: System design analysis. CI / CD system setup helps to make application building and deployment simpler and faster, making work plans for the whole team, setting up an environment to help members talk to each other and track progress of projects. • Technology Used: Flutter 	

ShipX	08/2017 - 05/2019
Position: Mobile Developer Project: Delta App <ul style="list-style-type: none"> • Project description: The app helps dentists manage their dental orders, and the patient can also track the progress. The dentists can contact the dental factory and order from them. It is possible to authenticate through QR CODE. • Team Size: 3 • Responsibilities: Design analysis and building applications based on the Flutter platform. Support other members if they have problems. responsible for deploying the app to Google Play Store. Technology Used: Flutter	
Project: ShipX <ul style="list-style-type: none"> • Project description: developing a delivery application, it helps employees and customers track their orders, and it also helps customers to order simpler instead of using on the web. • Team Size: 3 • Responsibilities: Application development on Android Native platform. Receive feedback from customers and employees to improve the app. responsible for deploying the app to Google Play Store. • Technology Used: Android/ iOS 	

5 Chau Media	04/2017 - 07/2017
Position: Mobile Developer Project: Outsourcing <ul style="list-style-type: none"> • Project description: re-implement Android and iOS apps from a pre-existing source and UI graphic design. • Team Size: 3 • Responsibilities: Design UI / UX and implement the solution based on customer requirements. • Technology Used: Android/ iOS 	

PASTIMES AND ACTIVITIES

- I am keen on reading IT blogs, Medium in my free time.
- My other hobby is blogging, as I am the author of a Vietnamese IT blog is <https://tbm98.github.io>, where I share my working experience and knowledge about Flutter.
- In my free time, I also work on some open source projects. They can be found at my GitHub profile <https://github.com/tbm98>