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EMPLOYMENT

Senior iOS Developer   **Allm (Japan)**   **April 2020**

Join: Chat application for medical personnel
- Develop new features and maintain an old code base.
- Replace old database framework by Realm and apply reactive paradigm for chat feature.
- Centralized application error handling system by using responder chain.
- <u>Utilized</u>: Realm.

Senior iOS Developer   **Nanameue (Japan)**   **May 2019 - April 2020**

YAY: Japanese social network application
- Develop new features and maintain an old code base.
- Separate app features into modules for the benefit of maintenance.
- Update images picker performance when loading a large number of photos (more than 10000 photos).
- <u>Utilized</u>: Git, Swift 4, Design pattern, BuddyBuild.

Senior iOS Developer   **Elken (Malaysia)**   **May 2018 - April 2019**

NiBS: Ecommerce application that let contributor buy company products and manage down-line members
- Lead iOS team, research, make decisions and train other team members about technology that is used to develop the project.
- Create app skeleton, networking handler, process JSON response, setup database, automation build, handle Javascript functions from website.
- Implement core features for buying company's products.
- <u>Utilized</u>: Git, Swift 4, Design pattern, Core Javascript framework, Fastlane, Realm

iOS Developer   **Elisoft (Vietnam)**   **June 2015 – April 2018**

NearShop: Ecommerce application that let shop owners manage their shops
- Created networking manager, using storyboard to implement app screens, handle syncing data between application and server.
- Enhance processing large XML responses using TBXML, successfully reduce processing time from 10 minutes to 20 seconds.
- <u>Utilized</u>: XML, Design pattern, Realm

Text OCR: Text extracting from image
- Develop the entire project from scratch.
- Using openCV features to detect text positions, process images to increase accuracy rate.
- Integrated Tessaract framework to translate image to text.
- <u>Utilized</u>: C++, openCV, Tessaract

AAL: Audio controlling for ZIK headphone
- Implement UI using storyboard.
- Integrated openGL for drawing charts that show sound attributes.
- Research algorithm to draw curves and control the shape.
- Using openCV feature to process images that are captured from the camera to leverage accuracy rate.
- <u>Utilized</u>: Objective C, C++, openGL, Tessaract, Debugging and memory analyzing in Xcode.

Ho Chi Minh city   **Vietnam National University**   **Sept 2011 – Dec 2015**

- B.S.E. in Computer Networking and Communication Engineering, Dec 2015. In-major GPA: 3.3.
- Graduate Coursework: Software Foundations; Computer Architecture; Algorithms; Computer networking; Computational Theory.
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Programming Languages; Architecture; Engineering Entrepreneurship.

Projects

- **Display stocks data by chart** (2015). A system for collecting stocks data in real-time and displaying these info by bubble chart on the website. Javascript, Python.
- **Finding a parking lot using voice** (2017). An iOS application using Siri kit to extract wanted parking information (start time, duration, car name) from a user's voice. Siri kit, iOS Extension.

- **Machine learning Course:** Finished Machine learning online course of Stanford University.
- **Deep learning specialization:** Finished Deep learning specialization online course of Andrew Ng prof.

Languages and Technologies

- (proficient): Objective-C; Swift (familiar): C++; Python
- XCode; Interface Builder; Git