

Skills

- Languages: Kotlin (proficient), Java (proficient), Swift (basic), C# (intermediate), C++ (intermediate).
- Tech stacks: RxJava, Dagger, Retrofit, OkHttp, Robolectric, Data Binding Library, Fastlane, Travis CI, Git, GitHub.
- GitHub: <https://github.com/thuytrinh>.
- Engineering blog: <https://thuytrinh.github.io>.
- Author of: android-collage-views, DateTimeRangePicker, RxProperty.

Problem Solving

HackerRank

Noticeable contests and ranks

- 101 Hack June 2016 • 259/1979 participants
- Zalando CodeSprint • 452/1478 participants
- SegFault Jun 2015 • 421/1010 participants
- The Magic Lines • 532/1290 participants

LeetCode OJ

Solved Question: 29/385. Accepted Submission: 38/75. Acceptance Rate: 50.7%

Work Experience

Software Engineer (Android) at SkedGo

November 2013 - March 2017

Apps: TripGo, and GoOptus Initially participated in a 3-mate team to develop and maintain TripGo, an award winning city trip planner app that helps users travel smarter. Became the Android team lead on July 2015. Led a team of 3 Android engineers to successfully catch up with iOS team in terms of app feature count and quality.

- Helped migrate the Ant-based project to Gradle-based project at the very initial stage of *Android Studio*. Configured the project to allow building multi-flavor and multi-build-type APKs. One project but able to build two different apps (TripGo, GoOptus) sharing a common core.
- Designed, shipped, and maintained a white-label Android SDK (called TripKit) for clients to access some RESTful TripGo APIs. Performed refactoring critical business-logic parts out of legacy mega-view controllers to finally succeed in shipping the SDK.
- Refactored lots of *AsyncTask*-based code by adopting RxJava. Successfully made implementing asynchronous logic easy, composable and testable.
- Managed to integrate with *Dagger*, *Robolectric*, *AsserJ* and *Mockito* to facilitate testing. Adopted the Dependency Injection pattern to increase coverage of testable code. Also, wrote lots of unit tests and instrumentation tests accordingly. On top of that, helped train junior teammates to deliver increasingly more testable code. New app releases shipped at almost zero regression.
- Debugged and conquered memory leaks with big help from *LeakCanary*.

Software Engineer (Android) at Cogini

October 2011 - October 2013

Apps: PicCollage Joined the Android team to mainly build, and maintain PicCollage from scratch to a 5-million-downloads app. Collaborated directly with Product team from Cardinal Blue on app specifications to analyze and implement new features.

- Reduced crash rate of *OutOfMemoryError* by applying optimal caching mechanism for fetching, loading and showing bitmaps.
- Implemented a photo picker that fetches remote images via *Bing Search API* and *Facebook Graph API*.
- Built authentication modules via *Facebook SDK* and *Twitter4J*.
- Utilized *ActionBarSherlock* to adopt the action bar design pattern.