

# **CHAO CAO TRINH**

FRONT-FND DEVELOPER

**DATE OF BIRTH** 

August 15, 1996

**EMAIL** 

trinhcao9608@gmail.com

**GENDER** 

Male

**ADDRESS** 

Hanoi, Vietnam

**PHONE** 

**WEBSITE** 

https://trinhccao.com

#### **OBJECTIVE**

Working with all knowledge, seeing the products I have created useful for everyone is my passion.

# **INTEREST**

Software

Computer

Mobile App

Game Dev

#### **EDUCATION**



TAY BAC UNIVERSITY

**Major: Information Technology** 

https://utb.edu.vn

# **WORK EXPERIENCE**



HIVELAB VINA CO., LTD

Aug 2019 → July 2021

2014 > 2018

# **Front-end Developer**

- Semantic markup
- Make the markup SEO friendly
- Web accessibility experience
- Good UI/UX mindset
- Cross browser support
- Perfect pixel UI
- Strong in building UI using HTML and CSS without libraries
- jQuery
- Git, Photoshop, Figma

# **TENEOCTO TECHNOLOGIES**

Sep 2021 → Mar 2023

# **Front-end Developer**

# **HTML5 Game Using Phaser**

Develop a farming game, that use HTML5 technology, such as canvas, with support of PhaserJS.

# Responsibility:

- Assume the front-end position of the project, responsible for creating all frontend features
- Create game objects, create animations, write the game play logics, connect the game to API to retrieve data and render the game.

# Tech stacks:

- Canvas rendering
- PhaserJS

- Axios, RESTful API
- TypeScript
- Sentry.io to report and analyze bugs
- Google analytics

Website: https://warau.hugkuma-farm.jp

# **Live Streaming App**

A live streaming application on the web using ReactJS.

# Responsibility:

- Create UI components, make sure the UI responsive and UI states are synced

#### Tech stacks:

- ReactJS
- Redux
- Firebase
- TypeScript

Website: https://web.everylive.jp



# ORAICHAIN LAB

Aug 2023 → Feb 2024

# Front-end Game Developer

# **HTML5 Game Developer**

Developing multiple games for React Native app using PhaserJS.

# Responsibility:

- Front-end developer
- Built the game project from scratch
- Work with the back-end team so the game can run better with the API

#### Tech stacks:

- PhaserJS
- Canvas 2D API
- NodeJS, npm scripting



# SUMMARY



# Other

- Broad understanding of computer and programming
- Good self-study
- Good UI/UX mindset
- Perfect UI using HTML, CSS without libraries
- SEO friendly
- Web accessibility
- Cross browser
- Proficient in JavaScript/TypeScript
- Experience in ReactJS
- Able to write back-end app with database using NodeJS, MongoDB
- Meticulous and careful
- Read and understand English well
- Love coding and game