THUYEN TRINH (CHRIS)

Senior Software Engineer (iOS)

Highly skilled and motivated with proven track records of CI/CD initiatives, unit/UI/end-to-end testing solution and project build time optimization.

Seeking to leverage expertise to contribute to the success of a dynamic organization.

✉ Contact

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💼 Work Experience

Grab, Singapore

Software Engineer (iOS)

Feb 2018 - Jun 2022

Grab Driver: *The ride-hailing app for Southeast Asian drivers.*

- Spearheaded the successful implementation of the end-to-end testing solution within the tech family:

  - Reduced engineering effort significantly by leveraging Appium and Python to write tests once for both iOS and Android platforms.

  - Assisted QA engineers in seamlessly adopting the end-to-end testing infrastructure.

- Ensured robustness of the UI testing infrastructure:

  - Enhanced overall test reliability by introducing a sophisticated test quarantine logic to isolate flaky tests (read more: here).

  - Optimized test execution time on CI by implementing horizontal scaling, resulting in a remarkable 3x reduction in test execution time.

- Played a pivotal role in project build time reduction initiatives:

- Developed and maintained the open-source <u>CocoaPods binary cache</u>, leading to a remarkable 55% reduction in project build time (from 18m to under 8m on average).

- Orchestrated the ingestion of crashlytics data from Firebase to the company's data lake, providing engineers with enhanced troubleshooting insights.

- Single-handedly managed critical CI/CD initiatives, ensuring seamless delivery of software products.

- Actively assisted engineers from other tech families with platform-related blockers or queries.

Misfit - Fossil, Vietnam

Software Engineer (iOS)

Feb 2016 - Mar 2017

Portfolio apps: *Branded apps for users to perform various actions on Bluetooth devices (trackers and smart watches). The apps support nearly 20 different languages (including RTL ones).*

- Helped develop the core modules from scratch, took the major role in the features Activity, Sleep, Goal Tracking and Client-Server Data Sync.

- Helped increase the scalability by modularizing the code base into components (corresponding to 17 development pods). One project but able to build 7 different apps sharing the common core: Kate Spade New York Connected, MichaelKors Access, Emporio Armani Connected, Skagen Connected, DieselOn, Armani Exchange Connected, Chaps.

- Proposed and pioneered adopting MVVM as a solution for massive-view-controllers, making the business logic more manageable and testable. Besides, introduced and integrated ReactiveCocoa, helping the team implement asynchronous logic clearly, readably and maintainably.

- Incorporated frameworks Quick/Nimbler, MockingJay, Cuckoo to facilitate testing with less effort. Pioneered writing test cases for the core.

- Assisted new comers to straightforwardly get acquainted with the project by hosting technical knowledgesharing sessions and writing wiki documents.

Ticketbox, Vietnam

Software Engineer (iOS)

Jun 2015 - Jan 2016

Ticketbox: *For users to discover events, book and manage tickets.*

- Built the app at the early stage and successfully shipped it within 2.5 months, with the team size of 3 (1 iOS, 1 Android, 1 Designer). Maintained it till v1.0.8.
- Researched and partially adopted functional programming to make the code readable and elegant.
- Technology stacks: MVVM, ReactiveCocoa, Realm.

Ticketbox Event Manager: *For organizers to manage events, make check-in procedures more convenient.*

- Enhanced performance related to data syncing with server.
- Refactored and finally applied the same technology stacks with the Ticketbox user app to unify the code base of the 2 apps.

💡 Side Projects

Engineering blog: https://trinhngocthuyen.com.

Side projects: https://trinhngocthuyen.com/projects.

🎓 Education

University of Science, Ho Chi Minh City, Vietnam

Sep 2010 – Sep 2014

- Bachelor of Science in Computer Science (Honours), Sep 2014. GPA: **8.31/10**.

🔨 Skills and Technologies

- Swift (proficient), Python, Ruby, Bash.
- Unit/UI/End-to-end testing.

- Xcode, CocoaPods, Fastlane, CI/CD (Gitlab CI/CD, Github Actions…), Git, RESTful APIs, Agile.

- Languages: English, Vietnamese (native).