

CHAU VINH TUAN

(+84)355576706 ♦ tuanchauict@gmail.com
medium.com/@tuanchau

CAREER SUMMARY

- 5 years of experience in Android development using Java and Kotlin
- Having experience in building Test Automation framework for mobile and web
- Over 1 year of experience in Web Frontend development using raw HTML/CSS and Javascript or with frameworks like AngularJS, React
- Good knowledge of designing and developing RESTful APIs and integrating them into mobile applications
- Strongly creative and resourceful thinking to solve problems
- Solid knowledge of mobile user interface design and development
- Able to learn fast, upgrade my skills and knowledge to adapt to changes in the workplace
- Keen on researching and learning about new technologies

SKILLS

- Java, Kotlin, Android frameworks, and Gradle build
- Python, Golang, Swift
- HTML, CSS, JS, React, React Native, Vue
- Selenium, Appium
- JSON and XML
- RESTful API and RESTful web service
- macOS, Linux/Unix, Windows
- Designing client app logic
- Agile/Scrum methodologies

EXPERIENCE

LINE Corporation

Software Engineer, Android Team Lead

Apr 2018 - Now
Ha Noi, Vietnam

- **LINE Android** (*line.me*)

Project Description: A free calls and messages app with 200+ million monthly active user which is developed by 200+ developers from 5+ offices around the world.

Contribution:

- Team leader
- Collaborating with the other teams for improving code base and feature implementation
- Managing tasks and guiding team members
- Reviewing code
- Handling Kaizen Activities
- Supporting candidate interviewing

Achievement: Employee of the quarter for improving the communication between Japan members and Hanoi members. Improved the code quality and performance of the team.

GOT IT INC.

Android Team Lead, Mobile Test Automation Team Lead

Jun 2017 - Feb 2018
Ha Noi, Vietnam

- **Got It Study**

Project Description: Students use Got It Study to snap a problem and then getting instant tutoring help within seconds.

Contribution:

- Android Team leader
- Redesigned and refactored the codebase structure and optimised performance
- Collaborated with the US team for updating new features
- Designed RESTful API and App's logic flow
- Managed and guided team members
- Reviewed team members' code

Achievement: Made the app well designed and easily to scale and maintenance. Improved the skills and discipline in code for team members, helped a very weak skillset teammate become a true software engineer.

- **Mobile Test Automation**

Project Description: This is an internal project to help improving the QA team performance as well as reducing product release cycle time by automating the regression test.

Contribution:

- Team leader
- Init the project
- Designed and implemented the test framework with Python
- Designed and verified test cases and test scripts
- Managed and guided team members

Achievement: Made it happen.

NOT A BASEMENT STUDIO

Senior Android Developer

Sep 2015 - Jun 2017

Ho Chi Minh, Vietnam

- **MANGA ROCK** (*mangarock.com*)

Project Description: Manga Rock is the best manga reader for both Android and iOS with great UI and UX and having a huge manga data in multiple languages.

Contribution:

- Designed UI architecture, implemented Material Design UI
- Collaborated with Design team to improve the app and implementing new features
- Maintained Legacy version

Achievement: Improved UI performance with faster-scroll complex Manga list (150%) and reduce memory use (80%).

- **FUZEL COLLAGE** (*fuzel.com*)

Project Description: Fuzel Collage is a fun & simple way to combine ordinary photos into share-worthy moments. Featured by both Apple and Google Play as "Editors' Choice".

Contribution:

- Done reasearch and implemented algorithms related to *Computational Geography* to make a better Collage layout feature
- Done research on Android Font rendering
- Maintaining and improving

Achievement: Fixed previous bugs related to Text rendering and implemented a correct and faster Collage layout algorithm.

LSIR, EPFL

Internship, Research Assistant

Jul 2013 - Oct 2013

Lausanne, Switzerland

- **SMART**

Project Description: SMART is a tool for analyzing and reconciling schema matching networks

Contribution:

- Done research on matching algorithm

- Implemented the visualization of the tool

Achievement: SMART: A tool for analyzing and reconciling schema matching networks, Proceedings of the 31st IEEE International Conference on Data Engineering

Link to publication: bit.ly/IEEE31st.SMART

- **The Paperal**

Project Description: The Paperal is a Tag-based Exploration of a Scientific Information Systems
Contribution:

- Done research on automational tagging for a scientific document and tag-suggestion on searching
- Implemented a demo of the tool

SAVE Lab, University of Technology

2012 - 2015

Researcher

Ho Chi Minh, Vietnam

Achievement: Internal talk in *Android Security Leak (2013)*.

Computer Science & Engineering, University of Technology

2011, 2013

Teaching Assistant

Ho Chi Minh, Vietnam

Subjects:

- Analysis of Mobile Applications Spring 2013
Subject Description: This subject provides students an overview of mobile development in the real industry.
Achievement: Helped students had an overview of Mobile app development on seeking ideas, implementing real Apps, publishing app to Play Store and marketing. First time applied Subversion (SVN), Social Network (Facebook group) into teaching activity instead of traditional faculty's tools and forum. About 50% of students who took the subject are now working on Mobile development.
- Programming Fundamentals Spring 2011
Subject Description: This subject provides students fundamentals of computer programming with incremental complexity assignments.

OPEN SOURCES

UnaJS

2017

JavaScript: [GitHub/tuanchauict/UnaJS](https://github.com/tuanchauict/UnaJS)

Description: A simple Web Frontend framework that fits to small projects.

JConst

2017

Python: bit.ly/jconst

Description: Made under the inspiration of Golang's constant, this script helps us set value automatically for Java constants.

AnnoPref

2016

Android: [GitHub/tuanchauict/annopref](https://github.com/tuanchauict/annopref)

Description: AnnoPref makes saving and reading Preferences for Android development without thinking about naming. This project works with help from Java Annotation Processor.

IntentChooser

2016

Android: [GitHub/tuanchauict/IntentChooser](https://github.com/tuanchauict/IntentChooser)

Description: With just some simple functions, IntentChooser creates an intent for calling Android system sharing or selecting bottomsheet with general or specific apps. Now support sharing text and selecting images. IntentChooser is being used in MangaRock (Android version).

Logger

2015

Android: [GitHub/tuanchauict/logger](https://github.com/tuanchauict/logger)

Description: Logger is a fork of GitHub/orhanobut/logger but much better with localizable log print and integratable with 3rd party services like Crashlytics for sending log messages to server. Logger is the main tool for writing log in all Android projects of Not A Basement Studio.

EDUCATION

University of Technology, Ho Chi Minh City

Faculty of Computer Science and Engineering (CSE)

Honor B.S., Computer Science, Nov 2014 (GPA: 8.2/10)