# CHAU VINH TUAN

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## CAREER SUMMARY

- 4 years of experience in Android development using Java
- 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, Android frameworks, and Gradle build
- Python, Golang
- HTML, CSS, JS, React
- JSON and XML
- RESTful web service
- GIT
- macOS, Linux/Unix, Windows
- Agile/Scrum methodologies

## EXPERIENCE

**GOT IT INC.**          Jun 2017 - Feb 2018

*Android Team Lead, Mobile Test Automation Team Lead*          *HN, VN*

- **Got It Study** *(got-it.co/solutions/study)*

  *Probject Description:* Student uses 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 as well as optimised performance
    - Collaborated with the US team for updating new features
    - 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 teamate become a true software engineer.

- **Mobile Test Automation**

  *Probject 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
Sep 2015 - Jun 2017

*Senior Android Developer* *HCMC, VN*

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

## SUDOKU 1024
Jul 2015

*Hobby Project*

*Project Description:* Sudoku 1024 is a sudoku player with clean design, simple UI but great UX. Rated 4.7/5 on Google Play and crash-free for nearly 2 years.
*Link to project:* bit.ly/Sudoku1024

## LITI Solution
Apr - Aug, 2015

*Project Manager, Startup* *HCMC, VN*

*Contribution:* Managed all running projects of the team and interviewing new developer candidate for team.
*Achievement:* Boosted performance of team members to 150% with applying Agile and Kanban in project-management.

## LSIR, EPFL
Jul 2013 - Oct 2013

*Internship, Research Assistant* *Lausanne, CH*

- **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, HCMUT                                                      2012 - 2015
*Researcher*                                                             *HCMC, VN*

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

### CSE, HCMUT                                                           2011, 2013
*Teaching Assistant*                                                     *HCMC, VN*

*Subjects:*
- Analysis of Mobile Applications                                       Sping 2013

  *Achievement:* Helped students had an overview of Mobile app development on seeking ideas, implementing real App, publishing app to Play Store and marketing. First time applied Subversion (SVN), Social Network (Facebook group) into teaching activity intead of traditional falculty's tools and forum. About 50% of students who took the subject are now working on Mobile development.
- Programming Fundamentals                                              Spring 2011

## OPEN SOURCES

### UnaJS                                                                2017
*JavaScript: GitHub/tuanchauict/UnaJS*

*Description:* A simple Web Frontend framework.

### 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*

*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*

*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*

*Description:* Logger is a folk of GitHub/orhanobut/logger but much better with localizable log print and intergratable 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)