

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, React Native
- 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)

Project 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 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

HCMC, VN

- **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 research 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

Hobby Project

Jul 2015

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

Project Manager, Startup

Apr - Aug, 2015

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

Internship, Research Assistant

Jul 2013 - Oct 2013

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 Spring 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 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

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](https://github.com/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)