



Summary

I have more than three-years of software development experience, more than two-years working in iOS and one-year for Android development. I worked as a developer. I understand fully about the software development process and its life-circle. As a developer, I developed great applications, analyzing requirements and solving problems. I also consult the new technologies to our clients to figure out the best solutions as possible. In our company, I have many chances to take part in many projects. So, I have extensive experience in application and game development, release product and team management. I always work under pressure and meet the deadline for customer.

Technical Proficiencies

- Windows (XP, 7, 8), Mac OS (10.7, 10.8, 10.9), iOS version 3.0 to 7.0, Android OS version 2.2 to 4.3S
- Objective C, Android, Java, C#
- UIKit, Core Data, Cocoa Touch, StoryBoard
- SQL Server 2005, 2008; SQLite 3
- JSON, XML, HTML parser
- Automation Test, Unit test, Test Driven Development
- Xcode (version 3, 4, 5). Eclipse; Visual studio 2005, 2008, 2010
- The 3rd libraries was used in our projects: Cocos2d (for game), AFNetworking, Universal Image Loader, Three20 library, JSONKit, TestFlight, MonkeyTalk (for Automation test)
- Performance tools: Allocations, Leaks, Automation, System Trace.
- Source control management: Git (using SourceTree), SVN (using SmartSVN), Bitbucket
- Issues Tracking Tools: JIRA, Redmine, Chatwork
- MapKit: Google Map APIs v1, v2; Apple MapKit
- Code Structure: Model View Controller (MVC)
- Development Process: SCRUM
- RESTful Web API

Professional Experience

Orient Software Development Corporation

Oct. 2011 – Present

Developer

Wotif.com – Wotif app

Developer

Working on a team of eight members during this eight-month project. We're working and follow SCRUM methodology. We have made the native application supports lots of devices (almost common Android phones, tablets, iPhone, iPad). I analyzed the requirements and supported technical to make sure that release features on time for each sprint. I also review code when developers commit to ensure that we follow coding convention and reducing bugs.



My role and responsibilities were as follow:

- Analyzing requirements and handling problems
- Communicate to customers to collect the requirements and demo features
- Consulting new technologies and solutions
- Review code and suggest the best solutions for application development
- Investigate new technologies related to new upcoming features

Technologies Utilized:

- Java, Objective C, SQLite
- JSON, Universal Image Loader, AFNetworking (parse JSON), Google Analytics, MonkeyTalk (automation testing), TestFlight
- Apple MapKit, Google Map APIs
- Core Data, Core Location, and Social Network framework
- Unit test, automation test
- Code Coverage
- Xcode, Eclipse

Japanese customer – ShotDocs app
Developer

Working on a team of fourteen members during this three-month project, we were tasked to build this app supporting iPhone and iPad devices. I was responsible for developing and designing new features in iOS. I also reviewed code and made sure everything on track. This application is a very useful application for the office due to the Office product from Japanese customers. Shotdocs application is easy to capture content of documents quickly and correctly.

My role and responsibilities were as follows:

- Analyzing the requirement
- Processing images (capture, adjust, crop, zoom in/out)
- Developing photo library like the photo library of Apple did
- Maintaining the project

Technologies Utilized:

- iOS SDK
- OpenCV
- AVFoundation
- Objective-C
- XCode

Japanese customer – Kinenbi app:
Developer

Working on a team of five members during this eight-month project, we were tasked to build this app



supporting iPhone and iPad devices. I was responsible for developing and designing new features in iOS. I also reviewed code and made sure everything on track. Enjoy your day and remind the importance of anniversary "today", such as wedding anniversary, Christmas, travel and events. Uplifting your feeling, you will be fun every day and fulfilling your life!

My role and responsibilities were as follows:

- Communicating with customer to get the requirement and analyzing that one
- Developing the photo library
- Marking the day on calendar
- Maintaining the project

Technologies Utilized:

- iOS SDK
- Objective-C
- Calendar library
- XCode

Japanese customer – Cropnet project

Developer

Working on a team of six members during this two-month project, we were tasked to build this app supporting iPhone and iPad devices. I was responsible for developing and designing new features in iOS. I also handled and solved complicated problems. Application is appreciated to people who love to enjoy the garden veranda, a kitchen garden. Cropnet likes as a social networking service-focused home garden. You can post a growth of vegetables records that they are growing, or have a look to the process of growth of your friends who are taking care of vegetables. It will make your life become more fun with small garden.

My role and responsibilities were as follows:

- Developing the photo library, calendar, the album and record of trees
- Applying social network to this application (Facebook and Twitter)
- Maintaining the project

Technologies Utilized:

- iOS SDK
- Objective-C
- ASIHTTPRequest
- Three20 library (for loading Image, JSON, navigation UI)
- Core Data
- Json Parser, Calendar library
- Social network intergation (Facebook, Twitter)
- XCode



Khuong Ha
("Cindy")



Suite 5.8, 5th Fl, Etown 1
Building, 364 Cong Hoa Str.,
Ward 13, Tan Binh Dist., Ho Chi
Minh City, Viet Nam
Phone - (84) 838120101
Fax - (84) 838105273

Education

Ho Chi Minh City University of Technology

2007 – 2011