

Chuong Tran

* Experienced Software Engineer with a demonstrated history of working on both backend and iOS development.

* Willing to learn new technology. Spirit startup and a Can-Do attitude.

* 2 years of experience leading the development team.

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- chuongtrh.github.io

EXPERIENCE

RealEstateDoc, HoChiMinh - Lead Software Engineer

Jan 2018 - PRESENT

Guiding and coaching Junior Developers.

Participates in writing and reviewing software functional/non-functional specifications, and code reviews.

Collaborate with cross-functional teams to determine user needs and provide solutions.

Streamline CI/CD through Bitbucket-Pipeline, Jenkins.

Deliver success platform "EZ-Lease" to 8 malls for Fraser Property in Singapore.

Stack: Node.js, Express.js, AzureSQL, Sequelize, Docker, Azure, SendGrid.

Averspace, HoChiMinh - Fullstack iOS Developer

Nov 2015 - Dec 2017 - 2 yrs 2 mos

Takes ownership of individual assignments and projects.

Integrated success with DBS marketplace property.

Have experience integrating Stripe, Xfer payment gateway.

Work closely with UI/UX team to deliver the best user experience.

Deliver success with an iOS app more than 98% bug-free.

Stack: Node.js, Express.js, MongoDB, Objective-C, Firebase.

Orb Health, HoChiMinh - Senior iOS Developer

Mar 2015 - Oct 2015 - 8 mos

Review and enhance the codebase.

Update and streamline existing code to improve performance.

Develop new features.

Research and suggest a team using Firebase to build chat features in 2 weeks.

Stack: Objective-C, Firebase, Fabric.io.

SKILLS

Node.js Express.js Nest.js
Puppeteer

Redis AzureSQL MySQL
MongoDB

Azure AWS GCP

Objective-C Swift Javascript
Typescript Golang

Docker Jenkins
Bitbucket-Pipeline

AWARDS AND ACCOMPLISHMENTS

Winner "Thách Thức 2012", the traditional contest in the University of Science.

Hackathon 2011, the first hackathon in Vietnam.

Volunteer "Xuân Tình Nguyễn 2011" at Long An province Vietnam.

Volunteer "Mùa Hè Xanh 2010" at Ly Son island Vietnam.

LANGUAGES

English & Vietnamese

Gianty, HoChiMinh — iOS Developer

Sep 2014 - Feb 2015 - 6 mos

Develop new features for app chat with the stickers.

Create a library build sticker from the image selfie.

Upgrade app with Autolayout.

Stack: Objective-C, Fabric.io, Open-CV, Socket.io, CoreData.

VNG Corporation, HoChiMinh — Software Engineer

Sep 2011 - Jul 2014 - 2 yrs 11 mos

Deliver success 2 web games and 1 mobile game.

Full-stack development gaming products.

Develop a tool for Game Designer using to build maps and manage contents, events in-game.

Stack: C++, C#, PHP, Java, Boost Libraries, Netty, Redis, Cocos2d-x, MySQL

SIDE PROJECT

- [Godepgraph](#) - Visualize Go package - [Demo](#)
- [Godepviz](#) - Visualize Go imports in Graphviz DOT format
- Using OpenCV to hack game Lyto Different Color on OSX - [Link](#)
- Tiki History extension on Chrome - [Link](#)
- [PixColor](#) iOS - Generate palette color from the image

EDUCATION

University of Science, HoChiMinh — Bachelor's degree, Computer Software

2008 - 2012

GPA: 8.0 - Honors Program

Thesis: Framework game 2D using Qt