**HOANG LANG**

I am a developer with more than 7 years experience at software development in total. 3 years at game developer and manager role, about 4 years at Android developer role.

**More info**
Notice period: present

**Contact**
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# SUMMARY OF QUALIFICATION

**Technical Skills**:
- Android native programming from scratch. Family with: Android studio, Kotlin, Retrofit, RxAndroid, Dependency Injection (with Dagger), Design pattern (MVP, Clean, Builder, Singleton...), Picasso, Glide, Event Bus (Green robot, Otto), Firebase, Social network (Facebook, Twitter), Ads, Recyclerview, View Pager, Fragment, Google map, GPS...
- Java programming
- Kotlin
- C/C++ programming (at University)
- C# programming, .NET framework (at University)
- System Analysis and Design
- Object - Oriented Programming
- Web-service Programming
- Managing SQL database system
- PHP, CodeIgniter framework

**Soft skills**
- Exemplary problem-solving skills; able to identify problems and implement corrective processes
- Effective communication, interpersonal, and presentation skills
- Independent and team work
- Time management
- Effective Leadership skills (at OnTrack Vietnam)
- Scrum (at Axon Active Vietnam)

# WORK EXPERIENCE

**On a long break** (7/2019 — Present)
Gardening and upgrading other skills.


**Witsmobility** (1/4/2018 — 7/2019)
**Android developer**

- Developed Udigo apps (Android native application, just like Uber, Grab for Korea market) from scratch.


**Axon Active Vietnam** (1/4/2015 — 11/2017)
**Android developer**

- Developed Android native application from scratch.
- Maintained, update patches, modules and components.
- Working a lot with: Google map, GPS, Retrofit, Rx, Dependency Injection (with Dagger), Picasso, Glide, Event Bus (Green robot, Otto), Firebase, Social network (Facebook, Twitter), Ads,...

**Gameloft Co,. Ltd** (July 2011 — April 2015)
**Programmer suppervisor**

- Programming, debugging and optimizing codes to create and port 2D android video games on a wide range of mobile phones.
- Working closely with project managers and other departments of the studio such as quality assurance, game design, and graphic art to deliver high-quality mobile games for international markets in Europe, Asia, and America.
- Planning, communicating, implementing, and coordinating application system programming projects.
- Allocating programming team resources according to projects needs.
- Supervising and supporting team programmers to control development process.
- Researching new features to make seminar, workshop: such as Social network, In-App- Purchase, Anti-hacking.
- Training and coaching newbie for the team.

## EDUCATION

**Bachelor degree in Information Technology (**2008 — 2010)
Da Nang College of Technology. Graduated – 7/2010. Subjects studied including:
System Analysis and Design
Software Project Management
Object - Oriented Programming
Database Management System
Design and develop website

## APPS ON STORE

Mindfulness Bell - (>100,000 download)
Speaking clock - (>50,000 download)
Under Trees - (~10,000 download)
Flashcard Maker - (~10,000 download)
iGardening (recently with Flutter)