Nguyen K

Senior mobile engineer, 10+ years experience
Ho Chi Minh, Viet Nam
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I have 10 years of experience working as a software engineer. Some products of mine serve millions of users like TokyoCatch, DoNotPay, Coinhako, and Moca. I love coding and teaching. If you don't find me at work, possibly I'm teaching at Codementor. I have 5 years working remotely in the US timezone, and flexible to work in any time zones.

INDUSTRIES: Software and Platforms

TECHNICAL SKILLS

• Swift	7 years
• Node.js	4 years
• Typescript	3 years
• React Native	3 years
• ObjectiveC	2 years

SOFT SKILLS

Communication, Critical thinking, Leadership, Mentoring

PROJECT DETAILS

• Worx360 February-2022 - October-2022

Project Description: Enabled seamless employer and talent recruitment processes by implementing key features such as internal chat utilizing socket.io, integrating a secure payment system with Stripe, and implementing an efficient check-in system. Effectively led and supervised a team of 3 developers, conducting thorough code reviews, organizing regular one-on-one meetings, and providing mentorship to enhance the team's skills and capabilities. Regularly collaborated with the product owner and project manager to stay updated on project progress, discuss requirements, and ensure alignment with product objectives.
Responsibilities: Lead the team of 3 members while work with the PO.
Technologies: Nest.js, Prisma, socket.io, Swift
Industry: Software and Platforms
Link: https://apps.apple.com/se/app/worx360/id6444571359?l=en

• Coinhako May-2017 - October-2019

Project Description: - Developed the application from the ground up, prioritizing security measures, bringing about an impressive 4.4 rating and accumulating over 3800 positive reviews from satisfied users. - Expanded business operations, seamlessly integrating support for 31 currencies, expanding into 4 countries, and effortlessly localizing the application into 4 languages, resulting in enhanced accessibility and a superior user experience worldwide. - Streamlined development processes by expertly resolving dependencies between the mobile and backend teams, leading to 40% reduction in development time. - Analyzed competitors and market trends to identify opportunities for improvement, resulting in the successful introduction of new features and an enhanced user experience, solidifying the product's position as a market leader.
Responsibilities: Developed iOS and lead the mobile team. Worked as PM of the tech team.
Technologies: Swift, Firebase
Industry: Software and Platforms
Link: https://apps.apple.com/us/app/coinhako-bitcoin-wallet-asia/id1137855704?l=en

• TokyoCatch October-2019 - June-2021

Project Description: - Launched successfully a video streaming game on both iOS and Android platforms, garnering a substantial daily play count of 10,000 and generating monthly revenue amounting to $250,000. - Analyzed statistics and evaluated the efficiency of GraphQL subscription, leading to a reduced failure rate of 22% by transitioning to socket.io and improving the overall product. - Achieved impressive crash-free statistics of 99% on iOS and 98.73% on Android by tracking crashes using Sentry and Firebase Crashlytics. - Collaborated closely with the marketing team to enhance the deep linking infrastructure within the application, enabling seamless integration of new product features and supporting marketing initiatives.

Responsibilities: Developed iOS and Android version. Analyzed and improved the app performance.

Technologies: GraphQL, Swift, Firebase

Industry: Software and Platforms

Link: https://apps.apple.com/us/app/tokyocatch-claw-machine/id1485188384

EDUCATION

• Bachelors degree in Computer science from Ton Duc Thang 2008 - 2012

LANGUAGES

• English - intermediate

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