



Duong A | Mobile Developer

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[Github](#)

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Professional Summary

Mobile Developer with over 3 years of experience in Android development using Kotlin and Java. Strong background in Clean Architecture and MVVM, building scalable, maintainable, and high-performance applications. Experienced in Jetpack Compose, Firebase, Google APIs, and CI/CD automation. Proven ability to optimize app performance, resolve Play Store release issues, and deliver reliable, user-centric mobile solutions across fintech, media, and logistics domains.

Technical Skill

Language: Kotlin, Java, JavaScript
Framework: React Native, Jetpack Compose, KMM
Tools: Git, Android Studio, Firebase
CI/CD: Github Action, Jenkins
Testing: JUnit, Espresso

Education



Passerelles numériques Vietnam
Major: Information Technology
9/2019 - 10/2022

Work Experience

NAB Innovation Centre Vietnam - Android Developer - Kotlin/Java

Aug 2022 - Dec 2024

- Used *Snyk* to scan third-party SDKs and monitor for known security vulnerabilities (CVEs).
- Identified and remediated outdated dependencies, ensuring compliance with internal security policies.
- Proactively researched changes introduced in Android SDK versions 33–35 and assessed their impact on existing architecture.
- Optimized app performance and APK size by converting high-resolution PNG icons to vector drawables, resulting in reduced memory usage and better scalability across screen densities.
- Implemented user onboarding feature with form validation, local caching, and error handling.
- Collaborated with the platform and QA teams to enforce secure coding practices and reduce overall risk exposure in the Android application.
- Built scalable and maintainable features based on MVVM architecture layered with Repository and UseCase abstractions.
- Applied common design patterns (Singleton, Dependency Injection, Adapter) to improve code reusability, scalability, and testability.

Blue Otter Vietnam - Front-end Developer - JavaScript

05/2021 - 07/2021

- Built a responsive food ordering website using React and Ant Design.
- Used Redux for state management and event handling across complex UI flows.
- Integrated Firebase Authentication and Firestore for user login and data storage.

CastTV - Android Developer - Kotlin

02/2025 - 04/2025

- Built CastTV Android app with Google Cast SDK to stream content to Chromecast devices.
- Designed the UI using Jetpack Compose for a modern and responsive user experience.
- Integrated Firebase Analytics to monitor user interactions and optimize engagement.
- Implemented AdMob for monetization through ads and RevenueCat to manage subscriptions and in-app purchases.

Staffun - Android Developer

July 2025 - Now

- Customer Support & Technical Assistance:
 - Received and handled customer requests, provided technical support, and answered questions related to application and technology issues.

Project name: LINKON Driver Transportation - Kotlin

- Android Development (Kotlin & Clean Architecture):
 - Developed Android applications using Kotlin following Clean Architecture principles with the MVVM pattern to ensure scalability, maintainability, and testability.
- Google APIs & Developer Console:
 - Worked with Google Developer Console to integrate and manage APIs such as Google Maps and Navigation APIs, delivering location-based solutions to support driver navigation and routing.
- CI/CD Automation:
 - Set up CI pipelines using GitHub Actions to automate build processes, API generation, and execution of automated test cases, improving development efficiency and code quality.
- Custom UI Development:
 - Designed and implemented Custom Views to create intuitive, user-friendly, and responsive user interfaces.
- Firebase Integration:
 - Utilized Firebase services including:
 - Crashlytics for crash and error monitoring
 - ANR reporting to improve app stability and device support
 - Remote Config to remotely enable/disable features without app updates
 - Firebase Cloud Messaging (FCM) to deliver push notifications to users

Project name: SANDTONER - Java/Kotlin

- Application Release Challenges:
 - Encountered issues during the Play Store release process (signing, version conflicts, policy compliance). Resolved them by properly configuring app signing, versioning, and validating builds to ensure successful deployment.
- Performance Bottlenecks:
 - Faced UI lag, slow scrolling, and high memory usage when rendering large lists and images. Solved these issues by:
 - Applying list virtualization to efficiently handle large data sets
 - Optimizing images with lazy loading, downsampling, and caching
 - Implementing data prefetching during the splash screen or when loading product lists
 - Using local persistence to reduce redundant network calls
 - Adopting reactive UI patterns to prevent unnecessary UI re-rendering
- Real-time Chat Reliability:
 - Experienced delays and unstable connections in the customer-store owner chat feature. Improved reliability by implementing WebSocket-based communication, ensuring real-time message delivery and stable connections.
- Lack of User Behavior Insights:
 - Had limited visibility into how users interacted with the application. Addressed this by integrating Firebase Analytics to track user behavior, monitor feature usage, and identify pain points, enabling data-driven decisions and continuous product improvement.

Certification

- AWS Cloud Practitioner
- Microsoft Azure Fundamentals
- HackerRank Software Engineer Certificate

Activity

- Mentoring at Passerelles Numériques Vietnam
- Member at PNV-AA

Investigate Project

KMM-Movies-Demo

- Implemented a Kotlin Multiplatform Mobile (KMM) architecture to share core business logic across Android and iOS platforms, reducing code duplication and improving maintainability.
- Developed clean architecture layers including UseCase, Repository, and Data Source to ensure separation of concerns and ease of unit testing.
- Integrated remote movie API using Ktor client (or Retrofit on Android), handling data fetching, parsing, and error scenarios in shared code.
- Managed state with Kotlin Flow in shared modules and Jetpack Compose UI layer on Android, enabling reactive UI updates and streamlined data flows.
- Configured platform-specific data storage (e.g. Room for Android and UserDefaults/SQLite for iOS) through a shared interface for consistent data caching.
- Wrote unit tests for core modules in shared code, achieving high code coverage on business logic.
- Set up CI pipeline (GitHub Actions) to run multiplatform builds and tests for both Android and iOS targets on every push.

[Github Project](#)

Calendar Working Training

- Built a training app to interact with Android's Calendar Provider API for creating, editing, and deleting events.
- Designed custom UI for date/time input and handled calendar permissions and edge cases.
- Managed UI state using ViewModel and LiveData with proper lifecycle awareness.
- Wrote unit and UI tests to ensure correctness of calendar operations.

[Github Project](#)

ML Android Scan Object

- Implemented real-time object detection on Android using ML Kit, enabling users to scan and identify objects through the device camera.
- Built responsive UI with XML, providing seamless live previews and overlay annotations on detected objects.
- Processed and filtered detection results to support app logic (e.g., category selection, confirmation prompts).
- Ensured performance optimization by handling ML in background threads and managing camera lifecycle events properly.

[Github Project](#)