

# NGUYEN TUAN KHOI

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**Mobile Developer with over 2 years of experience** in delivering **high-quality cross-platform applications** with a strong focus on **product quality, performance, and user experience**. Confident in my ability to take ownership of end-to-end development and continuously improve through best practices. My near-term goal is to grow into a **Senior Mobile Developer**, capable of tackling complex challenges and delivering impactful solutions.

## WORK EXPERIENCE

|  |                               |
|--|-------------------------------|
| <b>Freelance Full-Stack Mobile Developer</b>   | <b>Jun 2025 - Present</b>     |
| <b>003lab</b>  | <b>Remote</b>                 |
| <ul style="list-style-type: none"><li>End-to-end development of a <b>Flutter mobile application</b> with <b>Firebase backend</b></li><li>Integrated <b>AI features, real-time chat, and push notifications</b></li><li>Set up <b>CI/CD pipelines</b> for automated build and release</li></ul>   |                               |
| <b>Mobile Developer</b>  | <b>Mar 2023 - Present</b>     |
| <b>ExecutionLab</b>  | <b>Tan Binh District, HCM</b> |
| <ul style="list-style-type: none"><li>Built <b>cross-platform Flutter applications</b> with focus on <b>performance and UX</b>.</li><li>Integrated <b>native Android/iOS code</b> into Flutter via <b>platform channels</b>.</li><li>Implemented <b>CI/CD pipelines</b> using <b>GitHub Actions</b> and <b>Fastlane</b>.</li><li>Developed <b>real-time chat/messaging apps</b> with <b>Firebase</b>.</li><li>Applied <b>OOP and design patterns</b> for <b>scalable, maintainable code</b>.</li></ul> |                               |
| <b>Flutter Developer Intern</b>  | <b>Nov 2022 - Jan 2023</b>    |
| <b>LECLE Vietnam</b>   | <b>District 1, HCM</b>        |
| <ul style="list-style-type: none"><li>Developed mobile features from <b>Figma designs</b> and <b>technical specifications</b></li><li>Assisted <b>backend team</b> in <b>bug identification</b> and <b>issue resolution</b></li><li>Applied <b>Clean Architecture</b> and integrated <b>RESTful APIs</b> using <b>Bloc</b></li><li>Learned to deliver <b>clean, maintainable, and reusable code</b></li></ul>  |                               |

## EDUCATION

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|---|----------------------------|
| <b>Bachelor of Engineering in Software Engineering</b>  | <b>Sep 2020 - Nov 2024</b> |
| University of Information Technology (UIT), Vietnam National University, Ho Chi Minh City   | <b>GPA: 8.42/10</b>        |
| <ul style="list-style-type: none"><li><b>Graduated with Honors</b></li><li><b>Relevant coursework:</b> Data Structures and Algorithms, Database Systems, Software Engineering, Mobile Application Development.</li><li><b>Built a strong foundation in object-oriented programming (OOP), data structures, and algorithms.</b> Specialized in <b>software architecture, design patterns, and cross-platform mobile development</b>, with a focus on <b>state management</b> techniques.</li></ul> |                            |
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## PROJECTS

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|--|----------------------------|
| <b>Viet Speak</b>  | <b>Jul 2025 - Present</b>  |
| <b>Description:</b> An AI-powered mobile application available on the <a href="#">App Store</a> and <a href="#">Google Play</a> , designed to help foreigners learn Vietnamese through famous local landmarks, seamlessly combining vocabulary learning with real-world travel experiences.  |                            |
| <b>Team Size:</b> 3  |                            |
| <b>Technical Skills:</b> Flutter, Dart, Riverpod, Firebase.  |                            |
| <b>Responsibilities:</b>   |                            |
| <ul style="list-style-type: none"><li>Led <b>end-to-end development</b> of all core features of the mobile application</li><li>Integrated <b>Google Maps</b> for location-based learning experiences</li><li>Implemented <b>Azure OpenAI</b> with <b>Google TTS/STT</b> for AI-powered interaction</li><li>Developed <b>push notifications</b> to enhance user engagement</li><li>Added <b>in-app purchase</b> for premium subscription management</li></ul>   |                            |
| <b>Gimic SNS</b>   | <b>Oct 2023 - Oct 2025</b> |
| <b>Description:</b> A mobile communication and task management platform for clinics, enabling real-time messaging, task assignment, and team collaboration. Available on the <a href="#">App Store (JP)</a> and <a href="#">Google Play</a> .  |                            |
| <b>Team Size:</b> 10   |                            |
| <b>Technical Skills:</b> Flutter, Riverpod, Flutter Hook, Firebase, RestfulAPI.  |                            |
| <b>Responsibilities:</b>   |                            |
| <ul style="list-style-type: none"><li>Led end-to-end development of a <b>Flutter-based communication and task management app</b> for healthcare professionals with chat, tasks, and collaboration features.</li><li>Built <b>real-time messaging</b> using Firebase.</li><li>Integrated <b>AppsFlyer OneLink, Fastlane CI/CD, and Firebase Cloud Messaging</b> for a production-ready workflow.</li><li>Implemented <b>video editing, file sharing, and subscription management</b> for premium users.</li><li>Applied <b>Clean Architecture, Riverpod, and Freezed</b> for scalable, maintainable code.</li><li>Replaced <b>FFmpegKit</b> with native solutions: <b>Media3 (Android)</b> and <b>AVFoundation (iOS)</b> for <b>video trimming</b>.</li></ul> |                            |
| <b>TE Chatbot</b>  | <b>May 2025 - Aug 2025</b> |
| <b>Description:</b> A generative AI chatbot designed for internal company use.   |                            |

**Team Size:** 5

**Technical Skills:** Python, FastAPI, Agno.

**Responsibilities:**

- Developed backend APIs for chatbot communication and AI responses
- Implemented Retrieval-Augmented Generation (RAG) policies
- Built file input processing workflows
- Created and managed tasks in the backlog system

#### Easy Video Editor Plugin

Mar 2025 - Mar 2025

**Description:** Easy Video Editor – A lightweight, **FFmpeg-free** Flutter video editing plugin for Android & iOS with **7,000+ downloads on pub.dev**

**Team Size:** 1

**Technical Skills:** Flutter, Kotlin, Swift.

**Responsibilities:**

- Developed a Flutter plugin for video editing using **native APIs** (Media3 for Android, AVFoundation for iOS), replacing FFmpeg to improve performance and reduce app size.
- Implemented key features: video trimming, merging, compression, audio removal, and thumbnail generation.
- Designed a **builder-pattern API** for intuitive and flexible video editing workflows.

#### Offwork

Apr 2023 - Sep 2023

**Description:** A mobile application designed for internal company management, allowing employees to submit requests, track work activities, and receive company announcements.

**Team Size:** 5

**Technical Skills:** Flutter, Dart, Riverpod, Flutter Hook, Firebase, RestAPI.

**Responsibilities:**

- Developed core features including **leave request forms** (Post Form) and **work activity heatmap** (Post Heatmap) for visualizing daily engagement.
- Implemented **push notifications** to deliver important announcements from the company to employees.

## SKILLS

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**Framework:** Flutter, React Native, FastAPI

**Programming:** Dart, Kotlin, JavaScript, Python, TypeScript

**Architecture & Patterns:** Clean Architecture, SOLID Principles, OOP, Design Patterns, Bloc, Riverpod, Redux

**DevOps & Version Control:** Git, GitHub, GitLab, CI/CD (GitHub Actions, Fastlane)

**Tools:** Visual Studio Code, Android Studio, Xcode, Sourcetree, Postman

## CERTIFICATIONS

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**TOEIC Reading & Listening 650/990**  by **IIG Vietnam**

Jul 2024

**TOEIC Speaking & Writing 260/400**  by **IIG Vietnam**

May 2024