

# 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

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| <b>Mobile Developer</b><br><b>Vietnam Silicon</b> <ul style="list-style-type: none"><li>Assisted in documenting and standardizing the mobile development environment, improving onboarding for new team members and <b>reducing environment-related issues by 25%</b>.</li><li><b>Developed and launched a new mobile application</b>, delivering <b>core features on schedule</b> and <b>improving overall user experience</b>.</li></ul>                                                                                                                          | <b>Dec 2025 - Present</b><br><b>District 1, HCM</b>         |
| <b>Full-Stack Mobile Developer</b><br><b>003lab</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</b>, and <b>push notifications</b></li><li>Set up <b>CI/CD pipelines</b> for automated build and release</li></ul>                                                                                                                                                                                                           | <b>Jun 2025 - Nov 2025</b><br><b>Remote</b>                 |
| <b>Mobile Developer</b><br><b>ExecutionLab</b> <ul style="list-style-type: none"><li>Built <b>cross-platform Flutter applications</b> with focus on <b>performance</b> and <b>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</b> and <b>design patterns</b> for <b>scalable, maintainable code</b>.</li></ul> | <b>Mar 2023 - Nov 2025</b><br><b>Tan Binh District, HCM</b> |
| <b>Mobile Developer Intern</b><br><b>LECLE Vietnam</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>                                                                                                | <b>Nov 2022 - Jan 2023</b><br><b>District 1, HCM</b>        |

## EDUCATION

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| <b>Bachelor of Engineering in Software Engineering</b><br>University of Information Technology (UIT), Vietnam National University, Ho Chi Minh City <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</b> in <b>object-oriented programming (OOP)</b>, <b>data structures</b>, and <b>algorithms</b>. Specialized in <b>software architecture, design patterns</b>, and <b>cross-platform mobile development</b>, with a focus on <b>state management</b> techniques.</li></ul> | <b>Sep 2020 - Nov 2024</b><br><b>GPA: 8.42/10</b> |
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## PROJECTS

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| <b>Viet Speak</b><br><b>Description:</b> An <b>AI-powered mobile application</b> available on the <b>App Store</b> and <b>Google Play</b> , designed to help foreigners learn Vietnamese through famous local landmarks, seamlessly combining vocabulary learning with real-world travel experiences.<br><b>Team Size:</b> 3<br><b>Technical Skills:</b> Flutter, Dart, Riverpod, Firebase.<br><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>Jul 2025 - Present</b>  |
| <b>Gimic SNS</b><br><b>Description:</b> A <b>mobile communication and task management platform for clinics</b> , enabling real-time messaging, task assignment, and team collaboration. <b>Available on the App Store (JP) and Google Play.</b><br><b>Team Size:</b> 10<br><b>Technical Skills:</b> Flutter, Riverpod, Flutter Hook, Firebase, RestfulAPI.<br><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 <b>Firebase</b>.</li><li>Integrated <b>AppsFlyer OneLink</b>, <b>Fastlane CI/CD</b>, and <b>Firebase Cloud Messaging</b> for a production-ready workflow.</li></ul>                                                                | <b>Oct 2023 - Oct 2025</b> |

- Implemented **video editing**, **file sharing**, and **subscription management** for premium users.
- Applied **Clean Architecture**, **Riverpod**, and **Freezed** for scalable, maintainable code.
- Replaced **FFmpegKit** with **native solutions: Media3** (Android) and **AVFoundation** (iOS) for **video trimming**.

**TE Chatbot**

May 2025 - Aug 2025

**Description:** 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 **8,000+ 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