



NGUYEN TRUNG HAU

Mobile Developer / Flutter Developer

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SUMMARY

Flutter Developer with 3+ years of experience building production mobile apps for iOS and Android. Strong in architecture, UI delivery, API/authentication flows, data handling, release workflow, and solving real product problems from implementation to handover.

WORK EXPERIENCE & PROJECTS

Mobile Developer / Flutter Developer, Splus Software JSC

Aug 2025 - Aug 2026

A global software outsourcing company providing high-quality development, testing, and consulting services.

- Build production Flutter applications for iOS and Android, covering architecture setup, feature delivery, API/authentication flows, release preparation, and client handover.
- Own feature implementation and write production code directly, using AI tools only as supporting aids for requirement analysis, debugging, refactoring, and edge-case review; independently validate all code, security, and product behavior.
- **Project: Safety Document Management App | Team Size: 3 | Flutter Developer**
 - Summary: Mobile app for digitizing and processing safety/labor documents used by employees inside a company.
 - Built the company document update flow: login, task list, scan/capture, upload, backend analysis review, and user confirmation.
 - Solved the main system challenge around a custom document scanner, including guided capture UX, image preview/validation, upload reliability, and smooth confirmation for internal users.
 - Focused on secure authentication, session handling, reliable API communication, and clean feature boundaries for long-term maintenance.
- **Project: Health App | Team Size: 3 | Flutter Developer**
 - Summary: Health management app for clinic and B2B environments to review examination records and monitor personal health indicators.
 - Delivered health management solutions for clinic and internal B2B operations, enabling stable monitoring of medical records, daily health indicators, trend charts, and body map.
 - Owned end-to-end delivery from project setup and architecture design to implementation, testing, deployment, and client handover; worked directly with clients to clarify requirements and technical risks.
 - Structured the app using Clean Architecture, BLoC/Cubit, dependency injection, Dio/Retrofit, AutoRoute, Freezed; optimized UI/UX with Shimmer loading and informative feedback states during health data retrieval.

Flutter Developer, Tep Bac Technology JSC

Aug 2023 - Apr 2025

An IoT company providing smart aquaculture solutions for the shrimp farming industry.

- **Project: Farmext | Team Size: 10 | Flutter Developer**

- Summary: Cross-platform aquaculture management platform combining pond farming diaries, remote IoT automation, inventory/costs, e-commerce, and laboratory services.
- Owned Eshop and News/Community modules, directly delivered Warehouse/Cost Management, and co-owned Laboratory Management for an aquaculture platform serving 15,000+ users (1,000+ DAU).
- Built the end-to-end multi-shop Eshop journey: product discovery/filtering, cart, vouchers, VietQR payment, order tracking, and hatchery products linked with laboratory test results.
- Digitalized smart farm operations: daily pond diaries (feed, medicines, water metrics pH/temp/alkalinity), remote IoT device control (aerators, smart feeders, sensors), and warehouse inventory tracking.
- Developed paginated News/Community feed with pull-to-refresh, rich media, and real-time weather; co-developed Lab workflows for water quality, PCR, and pathogen test reports.
- Applied feature-first Clean Architecture with BLoC/Cubit, GetIt, REST APIs, Firebase, and SQLite caching to ensure reliable data persistence, resilient UI states, and offline-first pond operations.

Flutter Developer Intern, HQSoft

Apr 2023 - Aug 2023

- **Project: E-sale Manager | Flutter Intern**

- Summary: Private enterprise application for retail sales operations and employee activity management.
- Implemented assigned mobile features from business requirements and UI specifications for enterprise retail sales operations.
- Built and maintained retail location tracking, store visit monitoring, check-in, attendance, sales performance, leave request, and approval workflows.
- Learned team workflow, code review habits, and enterprise mobile app constraints while contributing as an intern.

MY SKILLS & TOOLS

- **Core Technical Skills:** Flutter, Dart, Clean Architecture, BLoC/Cubit, dependency injection, REST API integration with Dio/Retrofit, authentication and session handling, Firebase, local storage, responsive UI, navigation, and Android/iOS release workflow.
- **System Problem Solving:** Design maintainable app structures, handle unstable networks and token/session edge cases, organize complex data flows, and improve production reliability.
- **AI-Assisted Development:** Use Codex, Claude, ChatGPT, and GitHub Copilot for requirement analysis, codebase exploration, debugging, refactoring, and code review, with manual validation of security, edge cases, and product behavior.
- **Soft Skills:** Ownership, clear communication, problem decomposition, product mindset, and cross-functional collaboration.
- **Tools:** Git, GitHub, GitLab, Figma, FVM, build_runner, and Android/iOS debugging and release tools.

EDUCATION

Ho Chi Minh City University of Technology (HUTECH)

Sep 2019 - Sep 2023

Software Engineering