TRUNG NGUYEN

Flutter, FFmpeg and Unity Developer
Ho Chi Minh, Vietnam
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PROFILE

Hi, I am Trung, a mobile developer with over 5 years of experience in Flutter. I was lead developer of the team behind HOMEE, a technology platform for connecting insurers, policyholders, and skilled service providers in the claims process that raised USD36 million in B-round financing. I was also behind the dev team of VinID - the multipurpose app with 5+ million downloads, offering a wide range of services like e-wallet, e-commerce, payment and apartment management. Not only that, I add a unique flavour by leveraging my expertise in FFmpeg and Unity, two tools that are hard to find these days in Flutter developers. My portfolio includes:

For FFmpeg:

- Building cross-platform audio and video players
- Processing, editing, transcoding, compressing and streaming video files
- Designing innovative and custom filters and effects for mobile cameras

For Unity:

- Furniture: Creating AR apps that allow users to select furniture from a catalog and virtually place it in their home environment with accurate color, texture and lighting
- Music: Elevating fan engagement via AR by transforming music into a much deeper visual experience, bringing environments to life using 3D animation and storytelling
- Education: Designing apps for Real Bodywork that offer a 3D exploration of the body's organ, muscle and skeletal systems as well as visual quizzes on anatomy
- Gaming: Producing casual AR & VR games in various genres such as racing, FPS, RPG and puzzle, most of which can be played with limited room space

EMPLOYMENT HISTORY

Independent Freelancer, Upwork [upwork.com], Ho Chi Minh

JANUARY 2016 — PRESENT

- Completed over 20 jobs, aggregating close to 5,000 hours
- 100% job success rate, Top Rated Plus Badge (top 3% performers)
- Developing mobile apps using a variety of frameworks: Flutter, Xamarin, React Native
- Creating immersive and engaging mobile user experience by combining Flutter with Unity and FFmpeg
- Working as part of a team or individually with a wide range of clientel

Senior Mobile Engineer, Beesightsoft [beesightsoft.com], Ho Chi Minh

AUGUST 2013 — JANUARY 2016

- Led a team of mobile developers specializing in Android and iOS native development to develop complex, enterprise-grade mobile applications
- Developed solutions in the following industries: childcare, task management, F&B, sports
- Promoted as Scrum Master/product owner
- Oversaw the CI/CD pipeline for the mobile team using Jenkin and Bitrise

CERTIFICATIONS

Unity VR Development Pathway
AUGUST 2022

Unity Certified Associate: Programmer
AUGUST 2022

Unity Junior Programmer
JULY 2022

Professional Scrum Master I (PSM I)
AUGUST 2022

Professional Scrum Developer I (PSD I)
AUGUST 2022

EDUCATION

Bachelor of IT (Honours), University of Natural Sciences, Vietnam National University, Ho Chi Minh, Vietnam
2010 − 2014

GTA: 8.31/10

Graduated with honours

LINKS

Upwork Profile - [myup.work/trungnt]   GitHub Profile - [github.com/trungnt92]

SKILLS

Flutter   React Native

Xamarin   Native

FFmpeg   Unity