

NGUYEN TRAN TRONG

Android developer internship

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CERTIFICATES

Programming: [Meta Android Developer](#)

UX/UI: [Google UX Design](#)

Language: English – Intermediate: 700 TOEIC Listening & Reading.

SKILLS

Android development:

- **Programming language:** Kotlin.
- **Android Development Tools & SDK:**
 - Android studio.
 - Android SDK: Essential tools and specific libraries: Navigation library - Jetpack Navigation, Networking library – Ktor, UI library - Jetpack Compose, Image – Coil for Compose.
- **Version Control:** Git, GitHub
- **Testing & debugging** JUnit, Unit Testing.
- **Local persistence:** SQLite, Room, DataStore.
- **APIs:** Integration with third-party APIs
- **Design patterns:** MVVM, DI, Singleton.
- **Background work:** WorkManager.

UX/UI: User-centered design principles, the mockup, the prototype; UX/UI tool like Figma, Shape Shifter; UI design system like Material 3 to build intuitive app.

Web UI: JavaScript, HTML, CSS, ReactJS.

PROJECTS

QR Scanner [APK](#) | [Source code](#) | [Design](#) | [Prototype](#)

June 3, 2024 – June 10, 2024

- **Roles:** UX/UI Designer, Developers.
- **Description:** An Android application for QR code scanning and generation using Jetpack Compose.
- **Features:** Scan QR codes from the camera Generate QR codes from text; Load QR codes from images; Automatically copy scanned results to clipboard; Automatically open web links scanned from QR codes.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control , WorkManager, Libraries: Jetpack Compose, Coil, Figma, Android Notifications, Android permissions

Snapnote [APK](#) | [Source code](#) | [Design](#) | [Prototype](#)

May 9, 2024 – May 26, 2024

- **Roles:** UX/UI Designer, Developers.
- **Description:** The note app project aims to develop a user-friendly application for creating, organizing, and managing notes efficiently, featuring a clean interface.
- **Features:** Toggle between dark and light modes for the user interface; Search through their notes, with search results highlighting the matching keywords; Pin important notes; Remove unwanted notes; Mark tasks or notes as completed or uncompleted; Provides options to sort the notes; Organize the notes into folders; Set reminders and make notifications.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control, Room, SQLite, DataStore, WorkManager, Libraries: Jetpack navigation, Jetpack Compose, Coil, Figma.
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Unscramble [APK](#) | [Source code](#) | [Design](#) | [Prototype](#)**Jan 7, 2024 – Jan 17, 2024**

- **Roles:** UX/UI Designer, Developers.
- **Description:** Unscramble is an engaging Android word game built with Kotlin, designed to challenge your vocabulary and unscrambling skills. It's perfect for anyone looking to sharpen their language abilities while having fun.
- **Features:** Monitor progress with score tracking and timekeeping, enjoy a smooth gameplay experience with an intuitive interface, use visual clues to solve puzzles, and challenge friends on the leaderboard.
- **Skills:** Kotlin, Design pattern, Android Studio, Android SDK, Version Control, Room, SQLite, API integration, Libraries: Jetpack navigation, Jetpack Compose, Ktor networking, Coil, Figma.

Calculator App [APK](#) | [Source code](#) | [Design](#)**Oct 30, 2023 – Nov 30, 2023**

- **Roles:** UI Designer, Developers.
- **Description:** This project is a simple, yet functional calculator app built for Android smartphones using Kotlin. It prioritizes user-friendliness and stability while offering basic mathematical operations for both integer and real numbers.
- **Features:** Addition, subtraction, multiplication, and division; Clear functions: AC button - clears all input fields, Del button - deletes individual digits for precise input adjustments; Real number and percentage support.
- **Skills:** Design pattern, Figma, Kotlin, Android Studio, Android SDK, Version Control.

ADDITIONAL PROJECT

Stars Seeker Web UI [Source code](#) | [Web](#)**Mar 5, 2024 – Mar 11, 2024**

- **Role:** Developer.
- **Description:** This project shows the knowledge of web UI and materialize the web design.
- **Skills:** ReactJS, HTML, CSS.

Portfolio [Source code](#) | [Web](#) | [Design](#)**April 18, 2024 – April 21, 2024**

- **Role:** UX/UI designer, Developer.
- **Description:** Designed and developed an interactive and user-friendly website as a personal portfolio project, showcasing my projects and skills in UX/UI design, Android development and front-end development.
- **Skills:** Figma, Responsive web design, wireframe, mockup, prototype, JavaScript, HTML, CSS.

UX CASE STUDY

Dash Coffee [Design](#) | [Prototype](#) | [UX case study](#)**Sep 29, 2023 – Dec 12, 2023**

- **Role:** UX/UI designer.
- **Description:** This innovative app aims to enhance the overall coffee-buying experience, allowing users to easily customize and place their orders for pickup or delivery, fostering convenience and efficiency in their daily caffeine indulgence.
- **Skills:** Figma, Material 3 Design system, wireframe, mockup, prototype, Design Thinking process.

Stars Seeker [Design](#) | [Prototype](#) | [UX case study](#)**Feb 27, 2024 – March 6, 2024**

- **Role:** UX/UI designer.
- **Description:** The waitlist website is designed with a sleek and user-friendly interface, offering a seamless signup process, and enticing visuals to captivate users.
- **Skills:** Figma, Responsive web design, Web component design, wireframe, mockup, prototype.