VIEN NGUYEN

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IOS Developer

Experienced iOS developer with over 5 years of expertise crafting and optimizing efficient iOS applications using Swift, Storyboard, and Xcode. Proven track record of enhancing app stability and efficiency. Dedicated to delivering high-quality mobile experiences that drive user engagement and business success. Proficient in iOS development frameworks and best practices. Additionally, brings 3 years of experience as a .NET and Java developer. Passionate about creating innovative, user-centric solutions.

SOLID Principles ● Object Oriented Programming (OOP) ● Performance Optimization ● Core Data
RESTful API integration ● Application Architecture ● Notifications ● App Store Submission Process

Languages: Swift
Web: HTML, CSS, JavaScript, Node.js
Web Services: REST API
Web/App Servers: N/A
Frameworks: Express, Core Data, SwiftUI, Repro, AppsFlyer
Databases: MS SQL, MongoDB
Design Patterns: MVC, MVVM, MVP, Singleton, Factory, Strategy, Observer, Decorator, Command, Adapter, Template, Iterator, Composite, State, Proxy
SDLC: Agile
Tools: Xcode, VSCode, Firebase, CocoaPods, Git, GitHub, Postman, Figma, Zeplin, Docker, CircleCI, phpMyAdmin, MySQL Workbench, Slack, Teams, Terminal, Visual Studio, SQL Server Management, Zoom, Google Drive
Platforms: MacOS, iOS, Windows, Linux, AWS

PROFESSIONAL EXPERIENCE

CAREER NOTE: *Completed on-campus studies and currently taking distance education courses to complete a **Master's Degree in Computer Science** (Available for full-time, W-2 employment).*

NEWBEES INC, Tokyo, Japan ● 06/2018 – 11/2023
Creating new value for society, and continuously challenging the evolution of technology.

IOS Developer
Developed and maintained iOS applications, supported new team members, and facilitated communication with offshore team members.
Marrish - https://apps.apple.com/jp/app/id1211526840

- Engineered a dating application (Marrish) using Swift and Xcode to develop features like user profiles, chatting, in-app purchases, reaching more than 1M user, resulting in increasing company's profit by approx. 30%.
- Implemented Firebase Crashlytics into the iOS app, resulting in a 30% decrease in crash rates. Led crash analysis and targeted fixes, enhancing app stability by 25%.
- Integrated Apple Sign-In into the iOS app, reducing user authentication friction.
- Led the implementation process and streamlined user login experience, resulting in a 20% increase in user sign-up rates and improved app engagement.
- Implemented Repro framework into the iOS app, enhancing user engagement and retention. Led the integration process, analyzed user behavior data, and optimized app features, resulting in a 25% increase in user retention and improved app performance.
- Integrated Appsflyer framework into the iOS app, improving marketing attribution and user acquisition. Led the implementation process, analyzed campaign performance data, and optimized marketing strategies, resulting in a 30% increase in conversion rates and enhanced ROI (Return on Investment).

Technologies Used: *Swift IOS Storyboard, Non-Storyboard, Git hub, Socket, Push Notification, Firebase, Universal link, Repro Framework, AppsFlyer Framework, RESAPI, Animation, Grand Central Dispatch*

NEC VIETNAM CO., LTD, Ho Chi Minh, VIETNAM ● 09/2015 – 03/2017
Information and communications technology (ICT) company.
.NET Developer
Developed new features and migrated to the new .NET platform and Entity Framework.
- Led the migration from legacy systems to modern .NET MVC architecture with the use of Entity Framework, resulting in a 40% reduction in system downtime.
- Utilized Entity Framework to streamline database queries, optimizing the database performance and contributing to a 25% improvement in system response time.
- Implemented modular design principles with .NET MVC, enhancing scalability and maintainability, resulting in a 30% reduction in development time for new features and updates.

Technologies Used: *.Net MVC, Entity Framework, SQL Server 2015, SVN*

GAMELOFT VIETNAM, Ho Chi Minh, VIETNAM ● 04/2014 – 11/2014

Java Developer
Ported a game from J2ME to Android.
Technologies Used: *GameLoft's Tool, NotePad++, Java J2ME*

Global CyberSoft (Vietnam) Ltd, Ho Chi Minh, VIETNAM ● 10/2013 – 01/2014

.NET Developer
Developed window form application.
Technologies Used: *WPF Framework, window 7, Visual Studio 10*

PERSONAL PROJECTS

Shadowing 2021: https://apps.apple.com/us/app/id1563629217
Utilizing the shadowing method to assist in learning Japanese, the main function of this application is to play audio and repeat it in real time. Utilized Swift, Audio processing, Coredata, S3, Google Admob

Scaner Document 2 2021: https://apps.apple.com/us/app/id1568712919
To scan document easily with generated PDF from image. Utilized Swift, Core data, document scan of IOS, Google Admob

Listen&Repeat 12/2022: https://apps.apple.com/us/app/id1568830772
Listen&Repeat, based on the shadowing learning method and utilizing Swift, audio processing, CoreData, S3, and Google AdMob, optimizes listening practice.

EDUCATION

Master of Science in Computer Science
(In progress via distance education; expected completion 06/2026)
Maharishi International University, Fairfield, Iowa

Key Courses:
Web Application Programming, Enterprise Architecture, Modern Web Applications, Advanced Software Development

Bachelor in Information Technology
University of Science, Ho Chi Minh, Vietnam

CERTIFICATIONS

12/2019 : got Japaneses level N2
11/2014 - 6/2015 studying Japaneses
5/2017 - 11/2017 studying Japaneses.