

Dang Anh Hao

Software Engineer

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About Me

My full name is Đặng Anh Hào, and I was born on May 16, 1998. I have successfully completed my education with a degree in Software Engineering. Currently, I am employed as an Android Developer, specializing in Kotlin, Jetpack Compose, and the MVVM architecture. I have a total of 5 years of professional experience in Android mobile application development and 1 year of expertise in cross-platform application development using Flutter.

Technical skills

Programming languages	I am proficient in developing applications using the following programming languages: Kotlin, Java, Dart (for Flutter)
OOP, Design Patterns, SOLID	I have a clear understanding of object-oriented programming principles in application development and solid principles to ensure optimal application performance
Project structures	MVVM, MVI, Clean Architecture
Android Technical	Some techniques I used in the project: <ul style="list-style-type: none">• Jetpack Compose, XML UI• Android Jetpack (LiveData, ViewModel, Room, Navigation)• Dependency Injection (Dagger Hilt)• Coroutines & Flow• Android Gradle• Custom Views & Animations
Web services	Experience in web service integration (JSON, XML) with Retrofit, Okhttp3
Version control	Git
Software development tools	SourceTree, Insomnia, Postman, Proxyman
Project management tools	Jira, Redmine
Frameworks	Django Framework
UI/UX design tools	Figma, Zeplin
Google services	I have experience working with Google services such as Firebase Analytics, Firebase Authentication, Firebase Realtime Database, Firestore, and Firebase Remote Config

Work Experience

FPT Telecom (FPT Play)

Android Developer

2019 – Present

Ho Chi Minh City, Vietnam

- **FPT Play:** Developed Android application for watching movies, TV, and entertainment.
- **FangTV:** Developed a live streaming and short video app for gaming and eSports enthusiasts, featuring livestreams, tournaments, talk shows, and exclusive content from streamers and KOLs.
- **FPT Remote:** Developed smart remote control application for FPT BOX C.

- Developed 2D-Unity Game

Projects

FPT Play

Android Application

- Customer: FPT Telecom
- Description: FPT Play brings a complete entertainment experience with a series of attractive content, diverse genres, meeting the diverse needs of people of all ages.
- Team size: 6
- My position: Representative member
- My responsibilities:
 - Research new technology, implement new features, and develop the user interface for the application
 - Using Media3 to develop and enhance various playback features, including playback controls, adaptive bitrate streaming
 - Develop and optimize the Short Video feature to enhance performance and user experience
 - Implement the Pladio (audio podcast) feature for seamless audio streaming
 - Develop and integrate Picture-in-Picture (PiP) mode for multitasking capabilities
- Technologies: Kotlin with MVVM + MVI structure - Hilt, Retrofit + Coroutine + RxKotlin, Media3, Navigation Component, Socket, FCM, Firestore

FangTV

Android Application

- Customer: FPT Telecom
- Description: FangTV is a live streaming and short video application for the gaming, eSports and entertainment community. You can watch gaming livestreams, exciting eSports tournaments, exclusive talk shows and interesting behind-the-scenes from famous streamers, casters and KOLs
- Team size: 5
- My position: Android Developer – Team Lead
- My responsibilities:
 - Team collaborator
 - Scheduling project timelines, managing resources, and developing features
 - Guide the team technically, mentor others, review code, and establish solid project foundations
- Technologies: Jetpack Compose, Kotlin with MVVM + MVI structure - Hilt, Retrofit + Coroutine, Media3, Flow, Navigation Component, Socket, FCM, Firestore

FPT Remote

Android Application

- Customer: FPT Telecom
- Description: A smart remote control application for FPT BOX C
- Team size: 5
- My position: Representative member
- My responsibilities: Research new technology, implement new features, develop UI, communicate with server
- Technologies: Kotlin with MVVM structure - Hilt, Retrofit + Coroutine, Socket, Firebase

FPlayer

Android Library

- Customer: FPT Telecom
- Description: Player library that supports playing both DRM-protected and non-DRM content, download, change tracks, playback, cast functions based on ExoPlayer
- Team size: 3
- My position: Developer
- My responsibilities: Develop features for the player library
- Technologies: Kotlin - OkHttp3, Coroutine, SQLite, Exoplayer

Education

Bachelor of Information Technology

Bachelor's degree program

University of Science – VNUHCM (HCMUS)

Aug 2016 – Oct 2020

I graduated with a bachelor's degree in Talent class a very good degree

Final Grade: 8.41/10

TOEIC

English

Total: 520

Educational Testing Service (ETS)

2018

Social Network

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