

Dang Bao Dat

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OBJECTIVE

Mobile developer with 7+ years of experience shipping production Android and Flutter applications, from enterprise inventory and rugged-device systems to consumer-facing platforms. Core strength is native Android with Kotlin and Jetpack Compose, complemented by proven Flutter/Dart delivery across web and mobile targets.

I work as an independent owner of features and whole applications — designing the architecture, integrating third-party SDKs, and carrying work through to release and CI/CD. Design comes before code in how I work: on feature-first client projects I take requirements straight to a working interface ahead of design handoff, and on my own products I run the full cycle from concept and interface design through to store release. I have worked directly with international clients to turn requirements into technical scope, and I also run my own product line on Google Play, covering concept, build, ASO, and monetization.

TECHNICAL SKILLS

Proficient *(daily use, comfortable going deep)*

Kotlin, Jetpack Compose, Kotlin Coroutines & Flow, Flutter & Dart, MVVM / Clean Architecture, RESTful API integration, Git (GitHub/Bitbucket).

Working knowledge *(used in shipped projects — see context per project below)*

State & DI: Riverpod, GoRouter, Provider, BLoC / Cubit, MobX, Dagger-Hilt, Dagger2, Koin, RxJava / RxKotlin.

Data & storage: Dio, Room, SQLite, Firebase (Auth, Firestore, App Distribution), MySQL, flutter_secure_storage.

DevOps & CI/CD: GitHub Actions, Fastlane, Nginx, Vercel, self-hosted runners, Firebase App Distribution.

AI-assisted development: Claude integrated into the day-to-day workflow (implementation, refactoring, code review, debugging) with human review of every change; Google Stitch and Claude Design for UI prototyping.

Design: design-token systems, adaptive/responsive layout.

Other: Google Play Billing, Stripe, TensorFlow Lite, hardware SDK integration, Python (crawling / ingestion).

Currently exploring *(learning, not yet claiming depth)*

AOSP development, PostgreSQL / MySQL at scale, advanced Nginx and deployment operations.

WORK EXPERIENCE

Apr, 2026 – Now

Nexle Corporation, Da Nang, Vietnam

Flutter Developer

- **Project:** CIGARMETER — CIGAR DISCOVERY & RATING PLATFORM (WEB + MOBILE)
- **Description:** A cross-platform app for discovering, screening, and rating cigars by flavour, origin, wrapper, strength, and smoker experience level. Shipped to Flutter Web (path-URL routing under /app/) and Android via Firebase App Distribution, with the iOS Fastlane pipeline scaffolded.
- **Responsibilities:** Designed a 4-layer Clean Architecture (app / features / domains / core) with 5 business domains decoupled from 9 UI features, plus a centralized design-token system enforcing no hardcoded colors or dimensions in the UI layer. Built a single-source adaptive shell rendering a 4-tab bottom nav on mobile and a top nav on web via AdaptiveScaffold and GoRouter StatefulShellRoute. Implemented self-healing JWT auth — a Dio interceptor that auto-attaches bearer tokens and refreshes on 401, with session restore on startup and secure token storage. Built server-driven advanced filters parsing a per-level full-matrix config with a strength-filter deduplicator, and the Screener → Browse funnel with correct back-stack behaviour on both platforms. Set up CI/CD: GitHub Actions on a self-hosted runner for branch-based web deploys with symlink release/rollback and Nginx reload, plus Fastlane lanes distributing Android APKs with auto-generated release notes.
- **UI ownership:** The project runs feature-first: developers translate client requirements directly into working UI ahead of any design handoff, with a designer refining it later against client feedback. I took client requirements and produced the initial interface myself — using Google Stitch and Claude Design to generate and iterate layouts, then implementing them in Flutter against the shared design-token system so later design revisions applied cleanly without rework.
- **Technology:** Flutter (Web + Android), Dart, Riverpod, GoRouter, Dio, flutter_secure_storage, Firebase App Distribution, Fastlane, GitHub Actions, Nginx, Clean Architecture, mocktail, Google Stitch, Claude Design.

Oct, 2025 – Mar, 2026 (6 months)

Nexle Corporation, Da Nang, Vietnam

Android Developer

- **Project:** SERA — NOTIFICATION PRIVACY & SECURITY
- **Description:** An Android app that intercepts, filters, and manages incoming system notifications, letting users hide sensitive alerts and control how and when they are delivered.
- **Responsibilities:** Built the security core on Notification Listener Service with foreground-app detection via UsageStatsManager. Designed a dual-mode interface (Instant and Batch delivery) with configurable batch scheduling and a per-app notification inbox, including custom Compose animations for state transitions. Implemented the premium subscription system — paywall, feature gating, and tier logic. Acted as the direct technical contact for the client, walking through delivered features and scoping subsequent work.
- **Technology:** Android/Kotlin, Jetpack Compose, Notification Listener Service, UsageStatsManager, Room, Encrypted Shared Preferences, Coroutines, WorkManager, Google Play Billing, Firebase Auth & Firestore.

Apr, 2025 – Sep, 2025 (6 months)

Nexle Corporation, Da Nang, Vietnam

Android Developer

- **Project:** HSTA-209 — WIFI DATA COLLECTION & INVENTORY SYSTEM
- **Description:** An enterprise inventory application running on rugged industrial HSTA-209 handheld devices, synchronising stock data with Huzzard Inventory Cloud.
- **Responsibilities:** Built a high-efficiency Jetpack Compose UI optimised for rapid data entry in the field. Integrated and tuned the device's built-in barcode scanner for high-speed stock reconciliation and shipment importing. Developed inventory reconciliation modules supporting precise add, remove, and override actions on stock levels across multiple locations. Engineered an offline-first SQLite storage layer syncing reliably over REST APIs, tuned for large-scale counts and rapid scanning sessions without latency.
- **Technology:** Android/Kotlin, Jetpack Compose, MVVM, SQLite, barcode scanner SDK, RESTful API.

Mar, 2024 – Mar, 2025 (12 months)

Nexle Corporation, Da Nang, Vietnam

Android Developer

- **Project:** FIT4STREAM — LIVE-STREAMING EVENT PLATFORM
- **Description:** A modern live-streaming event platform for conferences, product launches, and live workshops, with an event guide covering schedules, speakers, and session details across multiple devices.
- **Responsibilities:** Built the app UI in Jetpack Compose on an MVVM architecture. Integrated Ant Media for low-latency live streaming, handling stream lifecycle, connection recovery, and playback state on the client. Integrated Stripe for in-app event-registration payments, covering the checkout flow and payment-state handling.
- **Technology:** Android/Kotlin, Jetpack Compose, MVVM, Stripe, Ant Media, RESTful API.
- **Team size:** 16
- **References:** <https://fit4stream.com/> | [Google Play](#)

Dec, 2023 – Feb, 2024 (3 months)

Nexle Corporation, Da Nang, Vietnam

Flutter Developer

- **Project:** DOCUMENT MANAGEMENT FOR THACO GROUP
- **Description:** A web and mobile application for enterprise document management, covering upload and approval workflows.
- **Responsibilities:** Built the cross-platform document-upload and approval-workflow modules, with BLoC/Cubit and MobX for state management and Dio for data fetching; used Java for Android-specific native integration.
- **Technology:** Flutter, Provider, Shared Preferences, MobX, Dio, BLoC, Cubit, RESTful API.
- **Team size:** 12

Jun, 2023 – Nov, 2023 (6 months)

Nexle Corporation, Da Nang, Vietnam

Android Developer

- **Project:** SALES MANAGEMENT FOR THIEN LONG GROUP
- **Description:** A mobile application for managing import and export and calculating goods for sales staff.
- **Responsibilities:** Developed the inventory-management and sales-calculation modules, with offline SQLite storage synced to the ERP system over REST APIs.
- **Technology:** Android/Java, MVP, SQL Database, RESTful API.
- **Team size:** 10

Feb, 2023 – Sep, 2023 (8 months)

Freelancer, Remote

Flutter Developer

- **Project:** OPAMIND APPLICATION
- **Description:** A digital solution that helps break the workplace stigma around mental health, inviting users to keep a private voice diary which AI then analyses to provide personal therapeutic metrics and guidance.
- **Responsibilities:** Analysed client requirements into business processes, designed the system architecture, and owned the mobile app end-to-end.
- **Technology:** Flutter, Provider, Shared Preferences, MobX, Dio, RESTful API.
- **Team size:** 6
- **References:** <https://www.opamind.com/>

Jun, 2021 – Aug, 2022 (15 months)

Freelancer, Remote

Android Developer

- **Project:** HOWTANK APPLICATION
- **Description:** A social network based on experience sharing, connecting communities of people who value the same brand.
- **Responsibilities:** Implemented feature parity with the existing web product and worked directly with the client side on requirements.
- **Technology:** Android/Kotlin, MVVM, Dagger-Hilt, Coroutines, RxJava/RxKotlin, DataBinding, RESTful API.
- **Team size:** 8

Jul, 2021 – Jun, 2022 (1 year)

Enjoyworks, Da Nang, Vietnam

Android Developer

- **Meeting Room Booking:** device-condition assessment and supplier pricing app. Kotlin, MVVM, Dagger2, RxJava/RxKotlin, DataBinding, REST APIs.
- **Audio Book (web app):** WebView-based hybrid app for Korean audio stories with native playback. Java, WebView.

Sep, 2018 – Feb, 2021 (2.5 years)

Enclave, Da Nang, Vietnam

Android Developer

- **Sales & Mobile Sales:** device-valuation app and a telco-registration app (postpaid/prepaid plans, contracts). Kotlin, MVVM, Dagger2/Koin, RxJava/RxKotlin, DataBinding, REST APIs.
- **Happy Cow:** travel app for finding plant-based/vegan dining worldwide — the longest engagement here and where core Android fundamentals were built. Kotlin, MVVM, Dagger2, RxJava/RxKotlin, Room, REST APIs. [Google Play](#)
- **Internship (2018):** graduation project — a workout and nutrition app. React Native, Node.js.

PERSONAL PRODUCTS

Self-published on Google Play under the **datdangDEV** developer account. Each product runs the full cycle solo — concept, then interface design (wireframes, colour and type system, icon and store assets), then implementation, store listing, ASO, and monetization. Designing before coding is the same workflow I use professionally on feature-first client projects.

Nov, 2025 – Dec, 2025 (2 months)

App Store, datdangDEV

Founder & Developer

- **Project:** DOG CATALOG
- **Description:** On-device dog-breed recognition running fully offline with TensorFlow Lite, plus background removal via a U2-Net model to turn photos into shareable stickers. Breed-info screens are backed by a 200+ breed dataset, with a label-mapping layer reconciling the 120-label model output against AKC breed names.
- **Responsibilities:** Took the product from idea to store: defined the concept, designed the interface and visual identity (colour system, app icon, and SVG branding assets), then implemented it. Built on-device inference so recognition runs fully offline, and shaped the camera-to-result flow around that constraint.
- **Technology:** Android/Kotlin, Jetpack Compose, TensorFlow Lite, U2-Net, CameraX, Room.
- **References:** [Google Play](#)

In development

Personal Project, [Yoloka](#)

Founder & Developer

- **Project:** YOLOKA — RUN ROUTE ART (iOS + ANDROID)
- **Description:** Turns GPS tracklogs into stylised route art and animated exports for social sharing. Custom render pipeline with four artistic styles and GIF/video export at 1:1, 4:5, and 9:16, on a self-designed design system.
- **Responsibilities:** Designed the product before writing code — defined the visual direction and built a full design system (dark theme, accent palette, type scale, component rules) plus the four artistic route styles, then implemented the render pipeline against it. Originally built the data layer to pull directly from Strava and watch APIs; when third-party API access turned out to require registration and approval, re-scoped the input to user-supplied GPX/FIT file import to keep the product shippable without external dependencies.
- **Technology:** Flutter, Dart, custom canvas rendering, GPX/FIT parsing, Health Connect.

May, 2026 (1 month)

Web Project, [truyenhaychill.com](#)

Founder & Developer

- **Project:** TRUYỆN HAY CHILL — STORY READING PLATFORM
- **Description:** A self-operated Vietnamese story-reading website, taken from idea to live site in a single month.
- **Responsibilities:** Designed and built the site end-to-end, including a Python ingestion pipeline with a Playwright fallback for Cloudflare-protected sources, and shipped it to production on Vercel.
- **Technology:** Python, Playwright, SQLite → MySQL, Vercel.
- **References:** <https://truyenhaychill.com/>

Also on Google Play:

- **Đếm ngược Tết (Tet Countdown):** seasonal app, 10K+ downloads, 4.5★ from 84 reviews. [Google Play](#)
- **Tracker Running – Water Reminder:** GPS run tracking and hydration reminders (Flutter, Google Maps API). [Google Play](#)
- **Rex Runner** (endless-runner game) and a **Flutter UI Kit** component library, also published under the same account.

EDUCATION

2014 - 2019

DANANG UNIVERSITY OF SCIENCE AND TECHNOLOGY
MAJOR : INFORMATION TECHNOLOGY
GPA: 7.5/10.00

INTERESTS

- Running — training towards half marathon distance.
- Playing sport: soccer, badminton, billiards.
- Photography.
- Reading books and playing games.