

# DARREN LE

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## Summary

- Android Engineer with over 7 years of experience developing high-quality mobile applications using Kotlin, Jetpack Compose, delivering high-performance, scalable, and user-centric solutions across industries such as e-commerce, gaming, and productivity.
- Strong understanding of Clean Architecture, SOLID principles, and Agile methodologies for building scalable, maintainable codebases.
- Proficient in writing unit test cases and building proof-of-concept (POC) applications to explore new architectures and solutions.
- Experienced with both native Android and cross-platform development, with hands-on knowledge of Flutter.
- Successfully launched apps with over 100K downloads and reduced operational costs through performance and CI/CD optimizations.
- Published 30+ mobile apps across platforms such as Google Play Store, Apple Store

## Technical Skills

**Languages:** Kotlin, Java, Dart, JavaScript, Typescript

**Frameworks:** Android, Jetpack Compose, XML, Flow, Flutter, Nodejs, Nestjs, Sailjs, JUnit, Firebase, Detekt

**Developer Tools:** Git, Docker, VS Code, Android Studio, Vim, GitHub Actions, Jira, Confluence

**SDLC:** Scrum, Agile, Kanban, Waterfall

**Design Pattern:** Singleton, Repository, Factory, Singleton, Prototype, Builder, Adapter, Decorator, Observe

**Database:** SQLite, MongoDB, MySQL, PostgreSQL, Cloud Firestore, Fire storage

**Libraries:** Jetpack Compose, Reactive, Hilt, Streaming, Coil, Glide, Coroutine, MVVM, FCM, Navigation, Room

## Experience

**Senior Android Engineer - Trustify Technology**

**Feb 2022 – August 2024**

*Inc*

- **Architected** and delivered a **Server-Driven UI** library that empowered the backend to dynamically control app interfaces via JSON configurations, significantly boosting product flexibility and feature delivery speed.
- Migrated legacy XML-based UIs to **Jetpack Compose**, reducing memory usage by **30%** and improving application startup time to just 1 second, enhancing the overall user experience.
- Reduced 85% of support calls by suggest an offline password mechanism, enabling device unlock with minimal operational support.
- Implemented robust **CI/CD** pipelines using **Jenkins** and **GitHub Actions** to automate testing, build, and deployment processes, which accelerated release cycles and decreased manual errors by 30%.

- Enhanced **thread handling** and reduced memory overhead by 20% through a system-wide migration from **RxJava** to Kotlin **Coroutines** for asynchronous operations..

### Senior Mobile Engineer - Kootoro Vietnam

May 2021 – Feb 2022

- Contributed over **50,000 lines** of production-ready code in a high-impact role, delivering new features and maintaining complex modules across **Android and iOS** platforms.
- Secured the application ecosystem by implementing **OAuth2** and **JWT authentication** standards, ensuring data protection and compliance with industry best practices.
- Led the mobile development efforts using the Flutter framework, and built **backend services** with Spring Boot and **PostgreSQL** to provide a seamless cross-platform experience.
- Integrated **RESTful APIs** to establish reliable communication across mobile apps, web dashboards, and internal services, ensuring **real-time** synchronization and system consistency.

### Android Engineer - Lozi Vietnam

Oct 2017 – May 2021

- Enabled connectivity with smart devices (e.g., bulbs and light strips) via Bluetooth to establish secure communication with devices for control and automation.
- Developed a radio **streaming feature**, enriching functionality, delivering a seamless user experience. Designed and implemented the Lucky Wheel Game within the Loship app, interactive **rewards system**.
- Refactored app from Flutter to **Kotlin**, enhancing app stability, increase crash-free 99%, improve performance.

## Recent Projects

### NOI TU - WORD PLAY | Flutter, Kotlin, SQLite, FCM, Clean Architecture, Bloc

Jan 2023 – Dec 2024

- Achieve **100K download** in 3 months, **5K daily** active users, Generated **\$12,000** in ads revenue annually.
- Managed an avg of **10,000 games played daily**, keeping users engaged with dynamic and interactive gameplay.
- Integrated **real-time multiplayer** functionality, allowing users to compete against each other in **P2P** matches.

### 1102 BUBBLE TEA & COFFEE | Flutter, Nodejs, Firebase, Stripe, CI/CD, Play/App Store

Jan - July 2024

- Developed the system in **6 months**, including both the mobile app and manager portal, deployed on Play/App Store
- System handling **10K transactions** per day, ensuring smooth operations with 99.9% crash-free performance.
- Reduced operational costs by **\$60,000** annually through optimization of Firebase management, improving data handling and storage efficiency.

## Education

Master in Computer Science, GPA 3.9 - Maharishi International University, Fairfield, IA **Aug. 2024 - Apr. 2027**

