



About Me

Senior Mobile Engineer | Cross-Platform Architecture

With over a decade of comprehensive software engineering experience, I specialize in architecting scalable cross-platform mobile ecosystems using Flutter, Dart, and native iOS/Android frameworks. My deep background in full-stack architecture and UI/UX design uniquely positions me to drive technical strategy across the entire product lifecycle—bridging the gap between sophisticated frontend interfaces and robust backend services to deliver performant, high-fidelity user experiences.

Skills

Mobile Architecture & Ecosystem

Flutter & Dart Native iOS (Swift) Native Android (Java)

CocoaPods Firebase Analytics & Crashlytics

Frontend & Core Engineering

JavaScript TypeScript ReactJS HTML5 Canvas

CSS/SASS/PUG Bootstrap

Backend & Data Integration

PHP (Zend, Laravel) RESTful APIs MySQL

Professional Experience

2015 - Present: Macromill South East Asia

2019 – Present: Senior Mobile Application Developer

- Cross-Platform Migration: Masterminded the architectural migration of three regional native applications (Vietnam, Indonesia, Thailand) into a unified Flutter & Dart codebase. This consolidation slashed cross-platform maintenance overhead by approximately 40%, saving substantial engineering workload and establishing a highly scalable foundation for effortless global expansion.
- Native & Technical Debt Management: Managed legacy native codebases, including progressive upgrades from Swift 3.0 to 5.0 and dependency optimization via CocoaPods prior to the cross-platform transition.
- Mobile DevOps & CI/CD: Configured dedicated, self-hosted GitHub Runners to automate deployment pipelines, minimizing human error and preventing accidental production releases.
- Analytics & Stability: Deployed Firebase Analytics and Crashlytics pipelines to monitor real-time traffic, optimize session lifecycles, and maintain a >99.5% crash-free rate across all regional deployments.

2017 – 2019: Back-End Engineer

- Designed decoupled backend RESTful APIs using PHP (Zend/Laravel) to support complex frontend state management and mobile data synchronization.

2015 – 2017: Front-End Engineer

- Engineered modular, state-driven interactive mechanics and high-performance rich media ecosystems (ReactJS, HTML5 Canvas) for core seasonal marketing campaigns.

Nguyễn Ngọc Minh Tuấn
(BOM Nguyen)

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- About Me
- Skills
- Professional Experience
- Featured Projects
- Education

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Online profiles

Linkedin

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Featured Projects

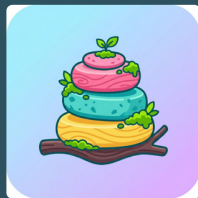
NuCatch (Flutter Mobile Game)



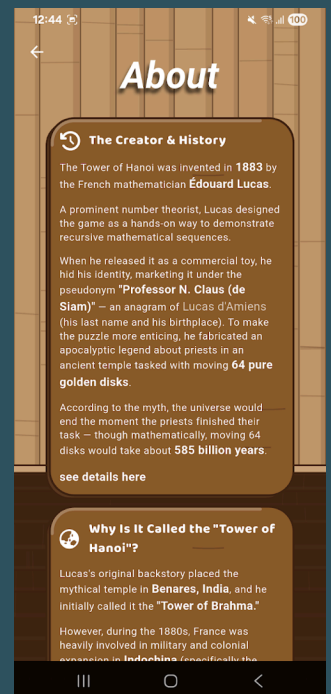
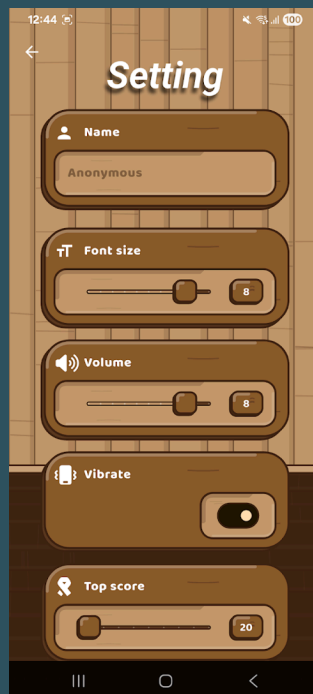
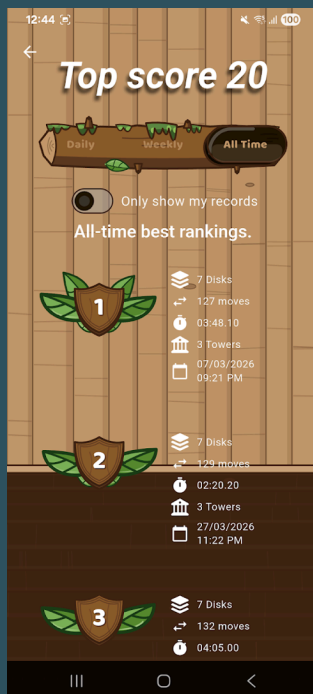
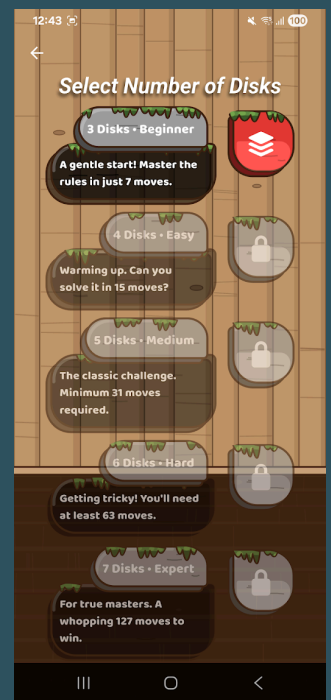
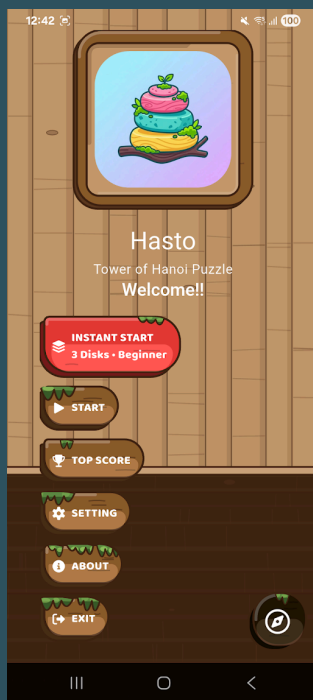
Re-architected a legacy Windows Phone 7 application into a modern, cross-platform Flutter memory game for iOS and Android. Engineered sophisticated state management, fluid animations, and integrated automated AdMob monetization pipelines.



Hasto (Flutter Mobile Game)



Masterminded the transition of three regional native apps (Vietnam, Indonesia, Thailand) to a unified Flutter & Dart ecosystem. Reduced cross-platform maintenance overhead by 40%, saving substantial engineering workload and enabling effortless global scalability for future market rollouts.



Education

2010 - 2015: University of Information Technology HCM

B.A. Information System major

- My thesis project is related to **MongoDB**, which is the converter solution from DBRM to NoSQL Model.