Chao Cao Trinh

Front-end developer

📞 0000000

✉ trinhcao9608@gmail.com

📍 Hanoi, Vietnam

🌐 https://trinhccao.com

OBJECTIVE

Front-end developer with a focus on building responsive, pixel-perfect UIs, and delivering high-performance web applications. Committed to following best practices to ensure high-quality code and uphold the highest standards in every project.

WORK EXPERIENCE

HIVELAB VINA

Aug 2019 - Sep 2021

FRONT-END DEVELOPER

Markup promotion pages, markup for email marketing (EMS).
- Semantic markup
- SEO friendly
- Accessibility
- Cross browser
- Perfect pixel UI
- jQuery

TENEOCTO

Sep 2021 - Mar 2023

FRONT-END DEVELOPER

HTML5 game with PhaserJS, web app with React. Work directly with back-end team to create API for application.
Training, code reviewing.
- HTML5 game
- Phaser
- TypeScript
- RESTful API
- Sentry.io
- React
- Google Analytics

TECHVIFY

Apr 2023 - Jun 2023

FRONT-END DEVELOPER

Developing Human resource management app using React. Work directly with back-end team to create API for application.
- React
- Material UI (MUI)
- GraphQL

ORAICHAIN LAB

Aug 2023 - Feb 2024

FRONT-END DEVELOPER

Developing HTML5 games using Phaser. Work directly with back-end team to create API for application, provide solutions to improve application performance.
- HTML5 game
- Canvas 2D
- Npm script
- TypeScript
- React Native

PROJECTS

Hangame Promotion

Oct 2019 - Mar 2023

Customer: NHN Corp

Team size: 2

POSITION: DEVELOPER

Maintain and create new promotion pages.

Used technologies: HTML, CSS, jQuery, accessibility, cross-browser, pixel perfect.

Payco Promotion

Oct 2019 - Mar 2023

Customer: NHN Payco Corp

Team size: 3

POSITION: DEVELOPER

Create promotion pages using JavaScript tool. Maintain, update, and create new features for the tool.

Used technologies: HTML, CSS, jQuery.

Hugkuma Farm

Aug 2023 - Feb 2024

Customer: Open Smile Inc

Team size: 4

POSITION: HTML5 GAME DEVELOPER

Work directly with the back-end team to create APIs for the game. Maintain, create new features for game front-end.

Used technologies: Phaser, canvas, RESTful API, TypeScript, Google Analytics, Sentry.

THRM

Apr 2023 - Jun 2023

Customer: Techvify

Team size: 6

POSITION: FRONT-END DEVELOPER

Work directly with business analyst, back-end team to discuss feature feasibility and suitable API.

Used technologies: React, MUI, GraphQL.

KAWAII KIDS GAME

Aug 2023 - Feb 2024

Customer: Orain Chain

Team size: 4

POSITION: HTML5 GAME DEVELOPER

Make games using Phaser, canvas 2D APIs. Write npm script to build the games.
Work directly with back-end team, mobile app team. Provide the best technology to connect between client and server, research on how to optimize game performance when playing on native apps.

Used technologies: Phaser, RESTful API, TypeScript, React Native, Google Analytics, Sentry.

SKILLS

Semantic HTML

Semantic markup using HTML5, w3c standards, SEO friendly.

Accessibility

Make web applications/content more accessible to everyone as well as computers by combining proper use of HTML tags and better UX thinking.

CSS without libraries

Responsive, mobile first, pixel perfect, cross browser.

JavaScript

DOM manipulation, fetching data, regular expressions, canvas graphics, buffer handling, and many more.

TypeScript

Interface, generic, tuple, or just TypeScript.

React

Virtual DOM, lifecycle, components, state, effect, context, re-render trigger. React core, in short.

Scripting

Write script to automate some work using Nodejs.

Code Review

Clean code, identify potential bugs, change suggestion.

Tailwind CSS

If you can use CSS, you can definitely use Tailwind CSS.

EDUCATION

2014 - 2018

INFORMATION TECHNOLOGY

TAY BAC UNIVERSITY