

Ong The Minh

Android Developer Intern

Email: minh.ogth@gmail.com | GitHub: github.com/ogthmi

CAREER OBJECTIVES

Aspiring Android Developer seeking an internship to gain hands-on experience in building Android applications using Kotlin and modern architecture (MVVM). Currently improving skills in API integration, state management, and Android app development through personal projects. Eager to learn, improve, and contribute to real-world projects.

EDUCATION

Posts and Telecommunications Institute of Technology (PTIT)

Oct 2022 – present

Major: Information Technology – Software Engineering

- GPA: 3.34/4.00
- Honor: Academic Excellence Scholarship (Spring Semester 2024-2025)

SKILLS

- Programming Languages: Kotlin, Java
- Android Development: MVVM, Room, Flow, LiveData, RecyclerView, Glide
- Tools: Android Studio, Git
- Others: RESTful APIs, XML Layout
- English: TOEIC 750

PROJECTS

TamangFoodService – (Team project, In-progress)

Mar 2026 - present

Project source: github.com/ogthmi/TamangFoodService

A team-based Android food delivery application focusing on API-driven features, and reactive state management using Kotlin Flow.

Tech stack: Kotlin, MVVM, Kotlin Flow, Retrofit, OkHttp, Git

- Architected Android application using MVVM to ensure scalable structure and clear separation of concerns across modules
- Implemented authentication system (sign up, sign in, password recovery) and user session management to maintain persistent login state
- Applied Kotlin Flow with ViewModel to handle UI state and asynchronous data streams efficiently
- Developed core user features including profile management, favorites, order history, and reviews
- Integrated RESTful APIs using Retrofit combined with Flow to enable reactive data fetching and processing
- Collaborated in a 4-member-team-based development workflow using Git for version control and feature branching

CINEMAX –Movie Booking Module

Mar 2026

Project source: github.com/ogthmi/CINEMAX

An offline Android movie ticket booking application focusing on structured data management, real-world booking flow, and transaction-safe seat reservation.

Tech stack: Kotlin, MVVM, Room, Coroutines, LiveData, Navigation Component, RecyclerView, Glide

- Designed and implemented local database using Room to manage movies, theaters, showtimes, seats, and tickets
- Built seat reservation module using Room transactions to ensure data consistency and prevent double booking in concurrent booking scenarios
- Developed complete end-to-end booking flow from authentication to ticket management, simulating real-world usage
- Implemented responsive UI using RecyclerView and Navigation Component following Material Design principles
- Utilized Coroutines and LiveData to handle asynchronous operations and lifecycle-aware UI updates