# Curriculum Vitae

# Profile

Name: Tran Thi Thuy An

Date of Birth: August 20th 1995

Phone: 094 9864 441

Email: [annylikethis28@gmail.com](mailto:annylikethis28@gmail.com)

Gender: Female

Address: Xuan Thuy, Cau Giay, Ha Noi

Citizenship: Vietnamese

# Education

2010-2013: Ngo Quyen High School, Hai Phong, Viet Nam.

2013-2014: University of Economic and Business – Vietnam National University(UEB-VNU), Ha Noi, Viet Nam. Major: Economic.

# Skills

## Software Development:

* Programming Language: Java, C++, Android, php

## Language

* Vietnamese: Fluent
* English: Good

# Personal Qualities

* Focused, emotionally stable, able to adapt effectively to challenging
* Excellent personal motivation with a proven ability to build and work collaboratively in a team environment, and independently
* Well communication skills with the ability to use English to read, write, listen and speak fluently

# Experience Highlights

## 09/2014 - now: Work at NCCSOFT VIETNAM.

### TheHunter android application

TheHunter is crossplatform application base on location service, event, chat using XMPP framework. There are functionalities I have work with:

* Android Service, Android communication using RemoteCallback, Android GUI, Intergrated google map to android and custom google map view, …
* JNI for XMPP client. The client is libstrophe c,c++. That why we need to written a lot of jni function to interact with libstrophe.
* PHP api to work with XMPP server like register user to openfire, create MUC, update UserInfo, …

Language: Java, C,C++, PHP

Database: Mysql server side, sqlite client side

IDE: Eclipse, notepad++

Technical:

* XMPP protocol, openfire XMPP server, libstrophe client
* Android native GUI, android service
* Google map

### Zomback physics game CLONE

Zomback is physics game for android/IOS/Winphone platform C,C++ using box2d and libRUBE physics. My role in this project:

* Develop physics tool REBE to porting all data level from action script to c,c++.
* Write all component like xml parser for level management, Win detection, Point management, ...
* Support all level for zomback 1 and zomback 2
* Play: not publish yet

Language: C/C++, Java

Database: NO

IDE: Eclipse, Visual studio C,C++

Technical:

* Cocos2dx
* Box2d, RUBE
* JNI
* Google Admob

### Canopy game CLONE

Canopy game is interesting game in flash. My task is porting this game to mobile platform. We’re using cocos2dx for game engine. To port this game to cocos2dx we must to redefine all game object like Point, Vertex, Line, …

* Develop game level management using xml data structure
* Convert coordinate system from flash to cocos2dx
* Port Game loop, render, algorithm like Dijkstra, …
* JNI for google Admob. The game is written in C,C++ that why we need JNI to call google admob which is provided JAVA api.
* Play: not publish yet

Language: C/C++, Java

Database: NO

IDE: Eclipse, Visual studio C,C++

Technical:

* Cocos2dx
* Box2d
* JNI
* Google Admob

### Super Crazy Piggy game

Supper crazy piggy game is small game for mobile. This game emulate flying of piggy with small wing. User need to swipe left or right to make piggy fly and get fruit or point.

* https://play.google.com/store/apps/details?id=ncc.game.piggy

Language: C,C++

Database: NO

IDE: Eclipse, Visual studio C,C++

Technical:

* Cocos2dx
* Box2d
* JNI
* Google Admob

### Kidkut game

Kidkut game is small game for mobile written in C,C++ and JAVA. My role in this project:

* Develop game level management using xml data structure
* JNI for google Admob. The game is written in C,C++ that why we need JNI to call google admob which is provided JAVA api.
* Play: https://play.google.com/store/apps/details?id=ncc.game.kidkut

Language: C/C++, Java

Database: NO

IDE: Eclipse, Visual studio C,C++

Technical:

* Cocos2dx
* Box2d
* JNI
* Google Admob

# References

References available upon request