

Contact

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Skills

Programming languages and platforms

- Js, TypeScript
- C, C++
- Python
- IOS - Objective-C, Swift
- Android - Java
- HTML5 - js/html/css

Frameworks

- Cocos creator, Cocos2d-x
- PixiJS
- OpenGL/WebGL
- OpenCV
- Box2D
- Spine Animation
- WebRTC
- Unity3D
- 3D game frameworks

Servers

- Nodejs
- Wowza Media Server - WebRTC streaming
- Socket/WebSocket - Real time multiplayer game
- MySQL

Working History

Time	Company	Position	Work Description	Duration
Currently	Ktek - Viet Nam	R&D expert and project owner	<ul style="list-style-type: none">• 2D and 3D game frameworks, mobile native and html5 platforms• Optimize cocos game performance, rendering, download size• Secure spine animation assets form stealing in html5 cocos game• Write 3D bezier path editor that support unlimited control points and smooth moving• Build POC (proof of concept) and demo for 3D virtual sport games• Support team for cocos framework and project's technical issues• Horse racing project owner• Build server for virtual sport match and payout generating• Build server for Battle Ship dynamic game map generating with DPS user.• Build realtime voice broadcasting for multiplatform with Wowza Media Server and webRTC	4 Years
	Spiral Works - Philippines	HTML5 game leader	<ul style="list-style-type: none">• Live streaming casino game with webRTC: Baccarat, Blackjack, Roulette...• Slots• Keno	4 Years
	SSG - Viet Nam	Cocos2d-x expert	<ul style="list-style-type: none">• Develop and optimize battle core game engine for client and server• Develop Tan Vo Lam mobile game - published by VNG Corporation	1.5 Years
	VNG Corporation - Viet Nam	Cocos2d-x expert, Flash Action Script team leader	<ul style="list-style-type: none">• Develop multiplayer game: Aniworld	1 Years

Projects And Demos

Company projects

Horse Racing

- Description: 3D virtual sport multiplayer game with dynamic payouts.
- Programming Languages: TypeScript, Js
- Frameworks: cocos creator, Nodejs
- Demo: private
- [demo video](#)

Fish3D tool

- Description: 3D bezier path editor with unlimited control points and smooth moving.
- Programming Languages: TypeScript, Js
- Frameworks: cocos creator
- Demo: private
- [demo video](#)

Tan Vo Lam mobile

- Description: a MMORPG game with strategy hero card battle.
- Programming Languages: C++, Java
- Frameworks: Cocos2d-x, Redis DB
- Demo: expired
- [trailer video](#)
- [demo video](#)

Personal projects and demos

Roulette game demo (support web desktop and ios sofar)

- Description: realtime websocket 3D cocos game with with secured js.
- Programming Languages: GoLang, Nodejs, Js, python
- [html5 demo](#)

Pachinko game demo

- Description: click to drop a ball - RTP has been adjusted for easy win demo.
- Programming Languages and framework: Cocos creator
- [html5 demo](#)

Horse racing 2D

- Description: click Start Button to race. Each game round is randomized and RTP configurable
- Programming Languages and framework: Cocos creator
- [html5 demo](#)

Chick fighter

- Description: generating randomized two chicken fighting match.
- Programming Languages: TypeScript
- Frameworks: cocos creator
- [html5 demo](#)

Similar faces

- Description: Detect how much the persons look like together in a photo.
- Programming Languages: C++, Objective-C, Python
- Frameworks: OpenCV DNN (faces detector), Dlib (facial landmarks detector and face alignment), facenet model (extract face embedding).
- [Appstore](#)

Z-Hunter

- Description: Puzzle Physic game.
- Programming Languages: Js, C++, Objective-C
- Frameworks: Cocos creator, Box2D
- [Appstore](#)
- [demo video](#)

Sky Fire

- Description: Action fighting game.
- Programming Languages: C++, Objective-C, Java
- Frameworks: Cocos2d-x
- [Appstore](#)
- [Google Play](#)
- [demo video](#)

Open source contributions

Cocos creator v3.3.0

- Description: Fix the memory leak that may be caused by removing the Spine animation.
- Programming Languages: TypeScript
- Frameworks: cocos creator
- [github pull request](#)

**For private project's demo please contact me personally.*

About Me

- Very experienced in kind of betting game and probability payout control.
- Strong experience in multiplatform 2D/3D games.
- Strong abilities in game optimization and algorithm.
- Strong experience in game memory management.
- Strong abilities in researching and approach new technologies.
- I am hilarious, open and willing to help the others.