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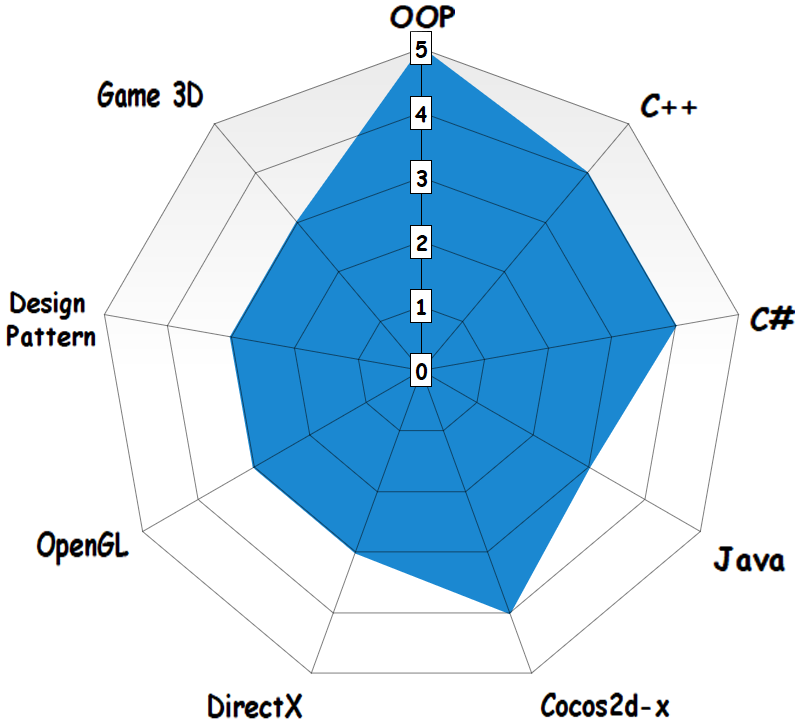
**Blog:** <http://loctho95.blogspot.com/>

**Github:** <https://github.com/loctho1995>

**EDUCATION**

Student of third year in University of Infomation Technology.

**SKILLS**



- Can work well by my own initiative and as a part of a team.

- Can self-learning and researching quicker.

- Can read and understand English documents.

- Not good at complex math and logic, but I am going to improve it.

- Sometime work hard like a crazy machine sometime so lazy, but I always finish assigned work before deadline.

**GAME TEST MEMORY**

**WORK EXPERIENCES**

* Indie game developer for 2 years and work on android and windows phone platform with self-publishing.
* 2 months worked as Cocos2d-x fresher in XCT company.
* Have ability to work with third party framework and engine: Cocos2d-x, DirectX, Box2D, Chipmunks, XNA, Monogame, XAML, Java Swing, Tiledmap editor, Facebook SDK.
* Have ability to work with multi language: C++, C#, Java and made game by each language.

**PROJECTS**

**GAME TEST MEMORY**

Game helps player to improve their memory. Game play is showing a list of numbers with different location on the screen and player must tap on number with game rule like: tap to the smallest number to biggest number or reverse.

* **Technical:** Cocos2d-x C++, C# XAML, Java.
* **Download**
  + **Android:** <https://goo.gl/ocsiWa>
  + **Windows phone:** It has been removed by Microsoft.

**GAME SWEET VALENTINE**

A kind of Match - 3 game with one state. Game was published on valentine day so game symbols are pearls of love.

* **Technical:** Cocos2d-x C++, C# XAML, Java.
* **Download**
  + **Android:** <https://goo.gl/fkqSJs>
  + **Windows phone:** It has been removed by Microsoft.

**GAME QUICK TAP**

Game have 2 pads, your mission is press on a block of under pad the same with above pad.

* **Technical:** C# XNA, Monogame, XAML.
* **Download:** It has been removed by Microsoft
* **Video:** <https://www.youtube.com/watch?v=8mP1DeYh_iM>

**GAME CONTRA**

Like game contra con NES. It was made by DirectX9.

* **Technical:** DirectX9, HLSL
* **Download:** <https://goo.gl/l5AJKO>

**GAME TETRIS**

Game play is the same with Tetris game on NES with higher graphics.

* **Technical:** Java JFrame.
* **Download:** <https://goo.gl/1hWKzn>

**GAME MONSTER ATTACK**

Game category is Defense, your mission is touching on screen to attack the monsters and don’t let they move to your defense area.

* **Technical:** C++, C# XAML, Java, Cocos2d-x chipmunks.
* **Download:** <https://goo.gl/Nr5DKt>

**HOBBIES**

* Research game engines, tutorials, and make a demo.
* Reading news, listening to music, watching E-sport Game or movie.
* Play Game, watch E-Sport events.
* Write blog, tutorials, game experiences, share own knowledge.

**PRIZES**

* Top 50 mobiles game in Bluebird Award contest.