

Alfred Paulus M. Muyco

Unity Game Developer



+63 945 574 5683



alfredpaulusmuyco@gmail.com



facebook.com/HorologiumStudios

Core Qualifications

- More than 7 years of experience in game development
- Strong problem-solving skills and attention to detail
- Excellent communication and collaboration in agile team environments

Relevant Experience

Oct 2023 -
Present

ThinkBIT Solutions - Unity Game Developer

- Develop high-quality and high-performance code while following the company's standard frameworks and best practices.
- Implement Unity-specific features, including UI, animations, VFX, and SFX.
- Improve and iterate gameplay based on feedback from the team and user testing.
- Optimize performance, memory, and binary size.
- Collaborate closely with production, art, and design teams.

Projects:

- ATG – Developed an information kiosk for The Shops at Ayala Triangle Gardens using Unity, implementing NavMesh for map navigation and pathfinding.
- Leveret Outstaffing – Integrated animations, VFX, and SFX for game levels using in-house tools.
- Brawl Brigade / Brawl Quest 2 (Demo) – Worked on combat system and effects.
- Animal Town – Managed monetization updates, bug fixes, and minor updates.
- Kaiju Survivor – Built core mechanics for destructible buildings, including health and object interactions. Also developed the pick-up system and worked on meta aspects like equipment and gear.

May 2022 -
Jun 2023

Taktyl Studios - Junior Game Developer

Projects:

- Project Kali (Action RPG in Unreal Engine 5) – Developed combat mechanics, physics assets, UI, and Niagara VFX adjustments.
- Don't Space Out (Couch co-op game in Unreal Engine 5) – Designed and engineered game systems, levels, and visual effects.
- Ampersand (Multiplayer sandbox in Unity) – Migrated multiplayer scripts to Photon Fusion, improved memory management, and reworked the chat system.

2017 -
May 2022

Freelance and Indie Game Developer

Projects:

- Meta Arena (Prototype) – Developed MOBA prototype and promotional trailer.
- BTS Wordle – Created a BTS-themed word game with global synchronization.
- Slingshot Defense – Designed and developed a unique tower defense game, featured in VirtualSEA's 2022 list of most anticipated games from the Philippines.
- Various Projects – Developed ad integrations, educational games, and experimental game prototypes.

Educational History

2012 - 2016

Bachelor of Science in Information Systems

Mapua University

2016 - 2019

Bachelor of Science in Information Systems

Adamson University

Technical Stack and Tool

- Game Engines: Unity, Unreal Engine 5
- Programming Languages: C#, ASP.NET
- Version Control: Git, Sourcetree
- Design & Editing Tools: Photoshop, Premiere Pro, After Effects
- Databases: MS SQL

Trainings and Certifications:

- Zenva: [Master Unity Game Development - Ultimate Beginner's Course](#), [Create a City Building Game with Unity](#), [Unity UI Projects - Create an Inventory Screen](#), [Create Reusable Crafting Systems in Unity](#)
- Ground Gurus: Web API Development using C# ASP.NET Core and MS SQL Server
- Mobile .NET Developers - Philippines (MONDPH): Xamarin Workshop
- Xbox Game Camp Asia - Xbox Game Studios Game Camp Asia 2024

Language Proficiency

- English (Professional Proficiency)
- Filipino (Native Proficiency)