

# Phung Van Thuc

## Game Developer

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### CAREER OBJECTIVE

- To develop and contribute to high-quality game productions that elevate user experience.
- Continuously improve coding skills by writing clean, efficient, high-performance code.
- Stay current with new game technologies and apply them to build innovative, engaging games.

### PROFESSIONAL SUMMARY

With more than 2 years of game development experience, I specialize in HTML5 and mobile games. I have built Unity games with over **10M+ downloads** and generating **\$300K+ in total revenue**, and led H5 game projects using **PlayCanvas** and **PixiJS**. I also have experience creating **playable ads** for well-known titles like **Alien Invasion**, **Angry Birds Dream Blast**, and **MARVEL Strike Force**. I've worked on both **product development** and **outsourcing/contract** projects, handling roles from design and programming to publishing and maintenance.

### TECHNICAL SKILLS

Languages / Scripting	JavaScript, TypeScript, C#, HTML5, GLSL
Engines / Frameworks	PlayCanvas, PixiJS, Unity, WebGL
Build & Tooling	Vite, Webpack, TexturePacker
Backend / Integration	Firebase, REST API, SDK integration (Achievements, Leaderboards, Ads)
Hybrid / Mobile	UniWebView, WebView integration, Android build
Other	Reverse Engineering, QA / Test-case design, Performance Optimization

### WORK EXPERIENCE

Purus Games Studio	Mar 2024 - Present
<b>Da Nang, Viet Nam</b>	
At Purus Games Studio, I have been responsible for full-cycle development of <b>HTML5</b> and <b>hybrid mobile games</b> using <b>PixiJS</b> , <b>PlayCanvas</b> , and <b>Unity WebView</b> , collaborating closely with international publishers such as <b>BubbleShooter.com</b> (Netherlands) and <b>Lagged.com</b> (USA).	
<b>Key Contributions:</b>	
<ul style="list-style-type: none"><li>• Developed, optimized, and maintained <b>20+ commercial HTML5 titles</b> and <b>4 hybrid mobile games</b> across puzzle, arcade, and hyper-casual genres.</li><li>• Built custom <b>SDK wrappers</b> and a <b>web-based API management tool</b> for integrating BSAPI, Firebase, and Ad SDKs.</li><li>• Led projects such as <b>Block Blast 2048</b>, <b>Bubble Shooter Campaign</b>, and <b>Bubble Shooter Levels</b>, managing gameplay, UI/UX, and release pipelines.</li><li>• Implemented <b>WebView – H5 communication systems</b> in Unity for mobile publishing and handled Android release builds.</li><li>• Conducted <b>reverse engineering</b> on legacy games, restoring and upgrading encrypted sources to modern SDK standards.</li><li>• Independently developed and published several titles, including <b>Nuts Sort Puzzle</b>, <b>Merge Fruit</b>, and multiple <b>playable ads</b> for <i>Alien Invasion</i>, <i>Angry Birds Dream Blast</i>, and <i>MARVEL Strike Force</i>.</li><li>• <b>Technologies:</b> PlayCanvas, PixiJS, TypeScript, Unity, Firebase, Webpack, Vite, Git</li><li>• For a complete list of projects and detailed case studies, please visit: <a href="https://phunghthuc.github.io/profile_web">https://phunghthuc.github.io/profile_web</a></li></ul>	

## Da Nang, Vietnam

Contributed to the development of **high-performing 3D Unity mobile games** with millions of downloads and strong commercial success.

### Key Contributions:

- Implemented core **gameplay systems, UI modules, and UX flow** for multiple Unity productions.
- Developed titles such as **Text in Car – Driving Master** (4M+ downloads, \$150K revenue) and **Car Drift – Car Master** (5M+ downloads, \$150K revenue).
- Designed flexible, scalable **UI systems** for 3D simulation games including *Cat Quest* and *Animal Quest*.
- Collaborated with cross-functional teams to ensure **smooth performance, optimized builds, and high-quality releases**.
- **Technologies:** Unity, C#, Firebase, Git
- For a complete list of projects and detailed case studies, please visit: [https://phunghthuc.github.io/profile\\_web/](https://phunghthuc.github.io/profile_web/)

## PROFESSIONAL SUMMARY

Vietnam – Korea University of Information and Communication Technology (VKU)

2021 - 2026

### Software Engineer

- Graduation Thesis: "Development of Open-Source 3D Graphics Library"
- Internship Topic: "Personal Portfolio Website for Game Developer Capabilities"
- Focus: Game Engine Architecture, WebGL, Project Management

## ACHIEVEMENTS & HIGHLIGHTS

- Delivered 38+ completed games published internationally.
- Developed Unity games surpassing 10M total downloads.
- Built internal SDK wrappers & API tools used across multiple projects.
- Proven experience in Reverse Engineering and QA automation.
- Strong collaboration experience with international publishers (Netherlands, USA, Europe).

## REFERENCES

### Mr. Nguyen Van Kien

Product Manager of Napa Global

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## INTERESTS

Continuous Learning, Sports & Fitness, Music and Social Networking