

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

- 3+ years of experience in **HTML5 (PlayCanvas, PixiJS)** and **Mobile Game (Unity)** development.
- Contributed to **45+ published projects**, including titles with **10M+ total downloads** and stable commercial performance.
- Experienced in developing **Playable Ads** for major titles such as **MARVEL Strike Force** and **Angry Birds Dream Blast**.
- Proficient in integrating global gaming SDKs, including **Poki, Game Distribution, Lagged, and Playgama**.
- Effectively utilize **AI Agent workflows** to optimize coding processes and maintain technical quality.

TECHNICAL SKILLS

Engines & Frameworks	Unity, PlayCanvas, PixiJS, WebGL.
Languages	C#, TypeScript, JavaScript, GLSL (Shader).
AI & Tools	AI Agent integration (rule setting & prompt optimization), GitFlow, Vite, Webpack, TexturePacker.
Backend / Integration	Firebase, REST API, SDK integration (Poki, Lagged, Playgama, Game Distribution, Firebase, Ad-networks).
Hybrid / Mobile	UniWebView, WebView integration, Android/iOS build.
Optimization	Memory Profiling, Draw call reduction, and performance tuning for cross-platform games.
Other	Reverse Engineering, Game Design, Game Logic Architecture, UI/UX Implementation.

WORK EXPERIENCE

Purus Games Studio Mar 2024 - Present

Da Nang, Viet Nam

At Purus Games Studio, I have been responsible for full-cycle development of **HTML5 and hybrid mobile games** using **PixiJS, PlayCanvas, and Unity WebView**, collaborating closely with international publishers such as **BubbleShooter.com (Netherlands)** and **Lagged.com (USA)**.

Key Contributions:

- Developed, optimized, and maintained **25+ commercial HTML5 titles** and **4 hybrid mobile games** across puzzle, arcade, and hyper-casual genres.
- Applied **AI Agents** to assist in refactoring legacy code and automating routine debugging tasks.
- Built custom **SDK wrappers** and a **web-based API management tool** for integrating BSAPI, Firebase, and Ad SDKs.
- Led projects such as **Block Blast 2048, Bubble Shooter Campaign, and Bubble Shooter Levels**, managing gameplay, UI/UX, and release pipelines.
- Implemented **WebView – H5 communication systems** in Unity for mobile publishing and handled Android release builds.
- Conducted **reverse engineering** on legacy games, restoring and upgrading encrypted sources to modern SDK standards.
- Independently developed and published several titles, including **Nuts Sort Puzzle, Merge Fruit**, and multiple **playable ads** for *Alien Invasion, Angry Birds Dream Blast, and MARVEL Strike Force*.
- Technologies:** PlayCanvas, PixiJS, TypeScript, Unity, Firebase, Webpack, Vite, Git
- For a complete list of projects and detailed case studies, please visit: https://phungthuc.github.io/profile_web/

ABI Games Studio

Jun 2023 - Mar 2024

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://web-profile-7de90.web.app/>

PROFESSIONAL SUMMARY

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

2021 - 2026

Software Engineer

- Graduation Thesis: "The Tunnel - Development of an Online 3D First-Person Shooter".
- Internship Topic: "Personal Portfolio Website for Game Developer Capabilities".
- Focus: Game Engine Architecture, WebGL, Project Management.

ACHIEVEMENTS & HIGHLIGHTS

- Delivered 45+ 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