

Phung Van Thuc

Game Programmer

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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
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 **20+ commercial HTML5 titles** and **4 hybrid mobile games** across puzzle, arcade, and hyper-casual genres.
- 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/

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://phungthuc.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