

DANG VAN PHUC

UNITY GAME DEVELOPER

2+ years of experience | Hanoi, Vietnam

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Portfolio: <https://dangvanphuc-unitydev.web.app/>

TECHNICAL SKILLS

Gameplay

C#, Unity 2D/3D, Unity UI, multi-touch.

Architecture

OOP, SOLID, MVC, design patterns, object pooling.

Game AI

FSM, NavMesh.

Assets

Addressables, sprite atlases.

Performance optimization

Unity Profiler, Memory Profiler, GC, batching, culling, LOD.

Mobile SDKs

AdMob, MAX/LevelPlay, IAP, Firebase Analytics, Remote Config, Crashlytics.

APIs

UnityWebRequest, Firestore REST, Cloudinary.

Data storage

PlayerPrefs, JSON.

Multiplayer

Photon.

Asynchronous programming

async/await, UniTask, cancellation, timeout.

Content loading

Addressables lifecycle and resource release.

Reliability

Retries, transaction validation, duplicate reward prevention, remote feature toggles.

Testing

EditMode/PlayMode tests.

Version control

Git/GitHub, code review.

Development tools

Visual Studio, Xcode, Android Studio, Planka.

Publishing platforms

iOS, Android, WebGL.

Release workflow

CI/CD, automated builds, release validation.

EDUCATION

Hanoi Open University

Information Technology

Sep 2021 - Jun 2025

VTC Academy

Information Technology, Unity and Cocos2d-x

Sep 2021 - May 2024

English: Basic communication, TOEIC 500.

Vietnamese: Native.

EXPERIENCE

Starnix Studio

Game Developer | Jun 2026 - Sep 2026

Developed Unity/C# mobile projects spanning rhythm gameplay, coloring and AR music.

Built multi-touch gameplay, scoring, combos, progression and Addressables content delivery.

3DART

Game Developer | Oct 2023 - Jun 2026

Developed dual-screen 2D minigames and integrated physical bow sensors for Archery Simulator.

Built VR interactions, UI and audio; developed ARKit experiences and deployed to WebGL.

SELECTED PROJECTS

Kitty Tiles | Duration: Approx. 6 days

DSP-synchronized rhythm gameplay, multi-touch tap/hold, scoring and combos.

Color Beat Band | Duration: Approx. 8 days

Paint-by-number, free drawing, progression, content loading and rendering optimization.

Blind Photo | Duration: Approx. 10 days

Published on the App Store. Integrated AdMob, notifications, Firestore REST and Cloudinary.

Plane Survivor | Duration: Approx. 7 days

3D survival game: NavMesh enemy pathfinding and player tracking.

Tower Defence | Duration: Approx. 6 days

Tower upgrades, resource management and enemy wave systems.

Battle Heroes Online | Duration: Approx. 7 days

Photon networking for real-time 1v1 gameplay with unit summoning and base attacks.

Project details and gameplay demos on my portfolio.