PHAN THANH DUC
GAME DEVELOPER

Passionate Game Developer with expertise in game mechanics, player interactions, animation, and scripting. I create immersive gameplay experiences while also leveraging my web development skills—proficient in both front-end and back-end technologies to deliver integrated digital solutions.

CONTACT

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in www.linkedin.com/in/thanhducdev

○ https://github.com/Deadworld-bit

EDUCATION

FPT UNIVERSITY
- Software Engineer

CERTIFICATIONS

- Google Project Management : Specialization
- Software Development Lifecycle Specialization
- User Experience Research and Design
- Cisco Network Basics

SKILLS

- Programming Languages: Java, C#
- Game Development: Unity, Game Mechanics Design, Game Animation
- Front-End Development: React, Next.js, Tailwind CSS
- Backend & Databases: SQL, MySQL
- Cloud & Deployment: Railway, Azure and Vercel.
- Version Control & Collaboration: Git, GitLab, Sourcetree
- Software Development: Debugging, Optimization, Project Management

WORK EXPERIENCE

FPT Software   SEP 2022 - DEC 2022

Back- end Developer

- Training and participating in the process of making an FA training management system.
- Designed and managed database schemas to ensure efficient data storage and retrieval.
- Developed RESTful APIs for seamless front-end integration and optimized data flow.
- Implemented and executed comprehensive test cases to ensure application stability and performance.

Jama Decor furniture company   Jul 2023 - Dec 2023

Back- end Developer

- BWM, is a purpose-built application tailored to efficiently manage the intricacies of Jama decor factory.
- Deployed and maintained the system on a live server, ensuring stability and performance.
- Designed and implemented an optimized database schema for efficient data management.
- Developed RESTful APIs to enable seamless communication between front-end and back-end systems.
- Version control and collaboration: Managed source code using GitHub.
- Github:https://github.com/QuanggDat/BWM_BuildWorkshopManagement_Backend

FREELANCE PROJECTS

TurnBasedStrategy_Testing   Jul- 2023 - Dec 2024

- Developed a turn-based strategy game featuring a custom Action Points (AP) system for movement, attacks, and abilities.
- Designed and implemented a custom grid-based movement system, enhancing tactical depth and strategic gameplay.
- Developed an AI system that evaluates available actions and selects the most optimal move based on a suitability score.
- Built an advanced pathfinding algorithm, accounting for obstacles, player units, and enemies to ensure efficient navigation.
- Created and refined a basic UI, with ongoing updates to improve user experience and functionality.
- Integrated Unity Asset Store models to enhance the game's visual appeal.
- The project has improved post-client delivery, optimizing AI logic, refining mechanics, and expanding game features.
- Github: https://github.com/Deadworld-bit/TurnBasedStrategy_Testing

ChildGrowthTrackingSystem_FE   Jan 2025 - March 2025

Front-end Developer

- Developed and deployed a child growth tracking platform on Vercel.
- Implemented user authentication and membership system.
- Designed an interactive dashboard with growth charts, health alerts, and multi-child support
- Ensured a responsive UI using Tailwind CSS.
- Utilized Next.js API routes for backend logic and server-side functionality.
- Github:https://github.com/Deadworld-bit/childgrowthtrackingsystem_fe.git
- Link: https://childgrowthtrackingsystem-fe.vercel.app/

PERSONAL PROJECTS

CasualPuzzle_Testing   April 2025

- In this project, the player guides a Main Character (MC) along a winding path on an isometric map. The MC follows a red dot controlled by touch or mouse input, navigating through enemies and environmental obstacles to reach the end of each level within a time limit.
- Github: https://github.com/Deadworld-bit/CasualPuzzle_Testing

Portfolio

- Designed a visually striking landing page with a cosmic theme and quick navigation to projects and contact.
- Built an interactive tech stack showcase with icon-based representation of C#, Unity, React, and TypeScript.
- Developed a project portfolio section featuring 3D game demos, parkour prototypes, and endless runners with "View Details" functionality.
- Github: https://github.com/Deadworld-bit/portfolio.git

IdleArcade_Testing   Aug 2024 - Sep2024

- Built an idle arcade town management game with resource farming, town upgrades, and defense mechanics.
- Designed progression systems for resource production, expansion, and security upgrades.
- Optimized game logic and UI for a smooth and engaging player experience.
- Github: https://github.com/Deadworld-bit/IdleArcade_Testing.git

Parkour_Testing   May 2024 - Aug 2024

- Developed an advanced parkour system with automatic obstacle detection and context-based actions (vaulting, climbing, ledge grabs, and jumps).
- Implemented character auto-rotation for seamless parkour transitions.
- Designed a dynamic movement system enabling fluid and responsive player interactions.
- Integrated Unity Asset Store models to enhance visuals and environment interactions.
- Github: https://github.com/Deadworld-bit/Parkour_Testing

EndlessRunner_Testing   Jun 2023 - Jul 2023

- EndlessRunner_Testing is an endless runner game where players overcome obstacles and collect coins.
- Design game core mechanics.
- Implemented procedural generation for endless levels.
- Integrated sound effects and background music.
- Github: https://github.com/Deadworld-bit/EndlessRunner_Testing