

ALFRED PAULUS MUYCO

Unity Game Developer

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Unity Game Developer with 7+ years of experience developing gameplay systems, interactive features, and performance-optimized mobile games using Unity and Unreal Engine 5. Skilled in C#, gameplay architecture, UI/VFX implementation, and optimization for memory, FPS, and build size. Experienced in developing playable ads using Unity Playworks, implementing monetization features, and collaborating with cross-functional teams in agile development environments.

PROFESSIONAL EXPERIENCE

Unity Game Developer

ThinkBIT Solutions
Oct 2023 – Present

- Develop and maintain high-performance gameplay systems using Unity and C# following company frameworks and best practices
- Implement UI systems, animations, VFX, and SFX to enhance gameplay experience
- Optimize performance, memory usage, and build size for mobile platforms
- Collaborate with design, art, and production teams in an agile environment
- Improve gameplay through iteration based on feedback and user testing
- Developed playable ads using Unity Playworks for **KAIJU! Survivor** and **Potion Punch 2**, focusing on engagement and lightweight performance
- Represented the company in a multi-stakeholder source code turnover involving DOST-NRCP, LGU Del Carmen (Siargao), and Surigao del Norte State University
- Key Projects:
 - **KAIJU! Survivor** – Built core systems including Equipment/Gear and Traits systems; implemented boss mechanics and skill behaviors; developed custom Unity Editor tools for data setup
 - **Animal Town** – Managed monetization updates, bug fixes, and live updates
 - **Puzzle Panic** (Limit Break, via Leveret – Outstaffed Project) – Integrated animations, VFX, and SFX; collaborated with external teams and adapted to cross-studio pipelines and tools
 - **Brawl Brigade / Brawl Quest 2** (Demo) – Contributed to combat systems and visual effects
 - **The Shops Ayala Triangle Gardens Kiosk** – Developed Unity-based interactive kiosk with NavMesh pathfinding and navigation system

Junior Game Developer

Taktyl Studios
May 2022 – Jun 2023

- Key Projects:
 - **Project Kali** (UE5 Action RPG) – Developed combat mechanics, physics assets, UI systems, and Niagara VFX adjustments
 - **Don't Space Out** (Couch Co-op) – Designed and implemented gameplay systems, level mechanics, and visual effects
 - **Boss Planet** (BCRC, via Ampersand – Outstaffed Project) – Migrated multiplayer system to Photon Fusion, improved memory management, and reworked chat system

Freelance & Indie Game Developer

Horologium Studios
2017 – May 2022

- Key Projects:
 - **Meta Arena** (Prototype) – Developed MOBA prototype and promotional trailer
 - **BTS Wordle** – Built globally synchronized word game
 - **Slingshot Defense** – Designed and developed tower defense game featured in VirtualSEA's 2022 list of most anticipated Philippine games
- Developed multiple projects including ad integrations, educational games, and experimental prototypes

TECHNICAL SKILLS

Game Engines: Unity, Unreal Engine 5

Programming: C#, ASP.NET, PHP, HTML, CSS

Version Control & Collaboration: Git, GitHub, GitLab, AWS CodeCommit, Sourcetree, Jira, ClickUp, Trello, Confluence

Tools: Unity Playworks, GitHub Copilot, Bezi

Creative Tools: Adobe Photoshop, Premiere Pro, After Effects

Databases: MS SQL, MySQL

CERTIFICATIONS & TRAINING

- Xbox Game Camp Asia 2024
- Zenva Unity Development Courses (Multiple)
- ASP.NET Core Web API Training – Ground Gurus
- Xamarin Workshop – MONDPH

EDUCATION

B.S. Information Systems
2012 - 2016
Mapua University

B.S. Information Systems
(Undergraduate)
2016 - 2019
Adamson University