



# LE THANH PHUONG

## FULL-STACK WEB DEVELOPER

Hello, I'm Phuong, a full-stack web developer with hands-on experience building ASP.NET MVC, C#, SQL Server, WordPress, SEO-ready business websites, frontend interfaces, HTML5 playable ad prototypes, no-code builder MVPs, Discord stat-tracker bots, and AI chatbot workflows. I work across HTML, CSS, JavaScript, database manipulation, object-oriented programming, hosting, DNS, Cloudflare, VPS servers, IIS Manager, and website operations, with the goal of becoming a reliable contributor and future technical leader over the next 3-5 years.

### CONTACT

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Da Nang, Vietnam

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**GitHub**  
<https://github.com/GnoughPTV>

### CORE SKILLS

#### Frontend

React, Next.js, TypeScript, JavaScript, HTML, CSS, Tailwind CSS, Framer Motion, Vite, Phaser 3

#### Backend / System

ASP.NET MVC, C#, SQL Server, PHP, MySQL, IIS, VPS hosting, DNS, SSL, Cloudflare

#### WordPress / SEO

WordPress, Flatsome, Elementor, WooCommerce, SEO content planning, product pages, landing pages

#### Tools / Automation

Node.js, Discord.js, MongoDB, Mongoose, Axios, REST API, Git, GitHub

### EDUCATION

#### Greenwich University

Information Technology | 09/2019 - 03/2024 | GPA 3.38 / 4.0

### CERTIFICATES

Duolingo English Test 95 / IELTS 5.5 equivalent

Became a Fresher - DevPlus Campus | December 24th, 2022

### KEY FOCUS

- ASP.NET MVC, C#, SQL Server, and internal business systems
- WordPress websites, product pages, SEO landing pages, and hosting support
- No-code builder MVPs, editor UI, runtime preview, validation, and ZIP export workflows
- HTML5 game prototypes, Phaser 3 scenes, and playable ads mechanics
- AI chatbot, automation, Discord bot, and website support workflows

### EXPERIENCE

#### Playable Ads Studio UI

2026

##### Frontend Product Developer / No-code Playable Ads Builder MVP

GitHub: <https://github.com/GnoughPTV/Playable-Ads-Studio-UI>

- Built a local no-code MVP for creating UA playable ad prototypes using Next.js, React, TypeScript, Zustand, Tailwind CSS, Phaser 3, and JSZip.
- Created dashboard, template gallery, visual editor, asset manager, scene editor, properties panel, layer management, and phone preview workflow.
- Implemented runtime preview concepts for actions, CTA, replay flow, score, timer, scene transitions, and playable template logic.
- Added validation and ZIP export workflow with standalone HTML, CSS, JS runtime, assets, project.json, manifest, and export README.

#### UA Playable Games Lab

2026

##### Frontend Game Developer / Playable Ads Learning Project

GitHub: <https://github.com/GnoughPTV/UA-Playable-games-lab>

- Built four HTML5 playable ad prototypes using Vite, TypeScript, Phaser 3, HTML, CSS, and JavaScript.
- Practiced tap interaction, drag control, drag-and-drop merge, collision detection, projectile targeting, enemy HP, rewards, timers, end cards, CTA buttons, and replay flow.
- Created a standalone HTML5 ZIP export workflow using JSZip for Tap Monster.
- Maintained a clean Git workflow with feature branches, semantic commits, version tags, README, CHANGELOG, docs, and test plan.

#### ECO3D Marketing Websites / WordPress & SEO

03/2025 - Present

##### WordPress Developer / Marketing Team Leader

GitHub: <https://github.com/GnoughPTV/Eco3d>

- Managed Hostinger hosting, domain DNS, Cloudflare CDN, website security, and WordPress maintenance.
- Updated themes, plugins, product pages, SEO content, Flatsome layouts, Elementor sections, WooCommerce pages, PHP, HTML, CSS, JavaScript, and MySQL-based features.
- Planned and supervised SEO content, keyword research, backlink strategy, website optimization, and homepage improvement work.
- Coordinated marketing and IT requirements while managing interns and assigning website/content tasks.

- Created product pages and landing pages for safety equipment, gloves, masks, and industrial products.

## ECO3D Website / Internal System Developer

06/2024 - 03/2025

### Full-Stack Web Developer

GitHub: <https://github.com/GnouhPTV/Eco3d>

- Developed and maintained business websites using .NET MVC, C#, JavaScript, HTML, CSS, and SQL Server.
- Deployed websites to VPS servers and configured IIS Manager, application pools, bindings, SSL, and hosting environments.
- Managed SQL Server databases, user accounts, backups, restores, domain DNS settings, and server connection issues.
- Configured Cloudflare CDN and performance improvements while monitoring VPS CPU, RAM, disk usage, and website availability.
- Handled security, access control, maintenance, and troubleshooting for production websites.

## AutoRok 2023

12/2023 - 05/2024

### Frontend Developer

GitHub: <https://github.com/GnouhPTV/autorokwebsite>

- Designed and developed website interfaces using JavaScript, HTML, and CSS.
- Used React and i18next to build multilingual user interfaces.
- Focused on clean UI, responsive layout, and user experience.

## Valorant Stats Discord Bot

2022 - 2023

### Discord Bot Developer / Valorant Player Stats Tracker

GitHub: <https://github.com/GnouhPTV/valorant-stats>

- Built a Discord bot for Valorant player stat lookup in a gaming community.
- Used Node.js, Discord.js, MongoDB, Mongoose, Axios, node-fetch, and REST API data retrieval to display Valorant statistics inside Discord.
- Implemented command flows for competitive, unrated, recent match, agent, weapon, and map stats.
- Added Discord account to Valorant username linking with MongoDB storage for linked player names.

## Barbershop Ecommerce Website

12/2023

### Web Developer

GitHub: <https://github.com/GnouhPTV/atnshop>

- Developed and maintained an e-commerce website.
- Managed product display, customer flow, order handling, and basic SEO.
- Worked with payment gateway concepts, order fulfillment, and customer relationship management.

## Enterprise Management Project

03/2023 - 05/2023

### Full-Stack Developer

GitHub: <https://github.com/GnouhPTV/Comp1640>

- Worked in a 6-person team.
- Designed UI and connected frontend with backend.
- Built employee management, announcements, and social media-style internal communication features.

## Unity 2D Game Project

07/2022 - 10/2022

### Backend / Game Logic Developer

- Worked with Unity 2D, C#, and JavaScript.
- Configured character animations and game logic.
- Completed multiple group projects during training.

## FEATURED PROJECTS

- Playable Ads Studio UI: No-code UA playable builder with editor, preview, validation, and ZIP export.
- UA Playable Games Lab: HTML5 playable ad prototypes using Vite, TypeScript, Phaser 3, and JSZip.
- Valorant Stats Discord Bot: Discord bot for Valorant stat lookup, linked users, and API data fetching.
- ECO3D Admin & SQL Server System: ASP.NET MVC + SQL Server admin system with IIS and database workflows.
- Business / WordPress Websites: Product pages, landing pages, SEO content, WooCommerce, and hosting support.