



Pavel Bezdornov

Frontend/Game Developer

Profile

Welcome to my website. I am a frontend developer and a creator of web games. I have been involved in commercial web development since 2017. Over these years, I have had the opportunity to work in various domains, including sports portals, game development, cryptocurrencies, and Learning Management Systems (LMS). I have participated in the development of web projects, ranging from landing pages to large portals, LMS, and Massively Multiplayer Online (MMO) game. You can learn more about me on my website alpinweb.com.

Employment History

Frontend developer at SeeZise Media, Remote

August 2018 — July 2020

My primary area of expertise was web development, with a focus on front-end development. For several projects within the company, I created the layout and design from scratch. Additionally, I worked with the WordPress content management system (CMS) and provided assistance in the administration of several company websites.

Frontend Game developer at Frozoneon, Remote

July 2020 — December 2021

At "Frozoneon," I worked on a web game called [Nethernite](#). This project was one of the most ambitious in my career and became a source of my passion for game development. I was responsible for intricate web layout and the creation of components for the game interface.

Frontend developer at XFAMILY, Remote

December 2021 — September 2022

As part of my work at this company, I participated in the [LetsExchange](#) project, a cryptocurrency exchange service. My responsibilities included creating the layout and components for the main widget and user's personal account.

Frontend developer at AcademyOcean, Удаленно

September 2022 — October 2023

LMS [AcademyOcean](#) is the most extensive project in my career. The company itself ranks among the top 250 most promising companies in Ukraine according to Forbes. During my tenure at this company, I was involved in creating the layout, actively contributed to the development of business logic, implemented my own architectural solutions on the frontend, taking into account the project's specific requirements. Additionally, I authored a style guide.

Address

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Skills

Basic web technologies: HTML5, CSS3, ES6+, TypeScript

Computer Science: Architectural Patterns, Object-Oriented Programming (OOP)

Preprocessors and templating engines: SCSS, LESS, Pug, Handlebars

UI frameworks: Bootstrap, Element.io, PrimeFaces

Editors for working with markup and design: Photoshop, Figma, Avocode, XD Design

Vue.js: Options API, Composition API, Router, Vuex, Pinia, Nuxt.js, Vue Test Utils

Web animations: CSS animations, Vue animations, PIXI.js

Build tools: Gulp, Webpack, Vite
Teamwork skills

Experience working with teams in different time zones

Code review

Mentoring junior specialists

Pitching and implementing engineering solutions

Conflict resolution skills

Rapid learning and implementation of new technologies

Management of a team with specialists from various disciplines

Languages

Russian

English

