



Pavel Bezdornov

Game Developer/Frontend developer

Profile

I'm a frontend developer and browser game developer.

I've been working in commercial web development since 2017. Over the years, I've gained experience in various fields: sports portals, game development, cryptocurrencies, and LMS. I have worked both in product companies and in outsource. I've participated in building web projects ranging from landing pages to large portals, LMS platforms, and an MMO game.

Currently, I'm the lead developer at Studio 15.

Employment History

Junior Frontend Developer at Frozoneon

2020 — 2021

At **Frozoneon**, I worked on a web game called **Nethernite**.

I was responsible for complex layout implementation and creating UI components for the game.

I also participated in the release of major gameplay features.

Middle Frontend Developer at XFAMILY

2021 — 2022

Working at **XFAMILY** introduced me to the world of blockchain and cryptocurrencies.

I contributed to the **LetsExchange** project, a cryptocurrency exchange platform, where I was responsible for building the layout and components for the main widget and user dashboard.

Additionally, I assisted in implementing significant SEO optimizations.

Middle Frontend Developer at AcademyOcean

2022 — 2023

LMS AcademyOcean has been one of the most extensive and challenging projects in my career.

At the company, I worked on layout development, actively participated in building business logic, and implemented custom frontend architectural solutions tailored to the project's needs.

I also laid the groundwork for a new frontend architecture.

Lead Frontend Developer at Студия 15

2023 — Present

Studio 15 was the first outsourcing company in my career.

I joined as a **Middle Vue/Nuxt developer** on the **EDM Ghost Production** project.

Over time, I earned the trust of both my colleagues and the client, which led to my promotion to **lead developer** on the project.

Details

Bishkek

Kyrgyz Republic

+996 557133337(Telegram, WhatsUp)

alpinweb@yandex.ru

Skills

Basic: 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 layout and design:
Photoshop, Figma, Avocode,
XD Design

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

React: Hooks, React Router,
MobX

WebGL & Gamedev: PIXI.js,
Phaser, Tiled

Build tools: Gulp, Webpack,
Vite

Art: Blender, Inkscape

Languages

Английский

Russian

