



Pavel Bezdornov

Game Developer/Frontend developer

Profile

Senior HTML5 Game Developer and Frontend Engineer with over 6 years of commercial experience. Specializes in creating high-performance, cross-platform 2D browser games and interactive web graphics. Expert in building game architectures using Phaser 3 and Pixi.js, rendering graphics on Canvas/WebGL, and seamlessly linking game loops with modern reactive web interfaces (Vue 3, Pinia). Fully capable of managing the entire game lifecycle: from design and physical simulation coding to asset compression, sprite sheet generation, and publishing on browser platforms (itch.io).

Employment History

"Nethernite" (Browser MMORPG) at Frozone Studio

2020 – 2021

- **Role:** HTML5 Game / Frontend Developer
- **Tech Stack:** Vue.js, HTML5 Canvas, WebSockets, SCSS, Git.
- **Responsibilities:**
 - Designed and implemented complex HUD user interfaces and reactive layouts rendered directly on top of the HTML5 Canvas game engine.
 - Coded game mechanics for player-to-environment interactions and pushed major feature updates.
 - Integrated real-time WebSocket communication to sync live multiplayer game actions.
- **Achievements:**
 - Reduced UI latency by 25% by optimizing state exchanges between the DOM and the Canvas, ensuring a stable 60 FPS during intensive game events.

"Crazy Farm" (Farming Clicker Simulator) at Independent Co-op

2021

- **Role:** Project Lead, Game Designer, UI Designer & Lead Developer
- **Tech Stack:** Phaser 3, Pixi.js, TypeScript, WebSockets, TexturePacker, i18next, Jest.
- **Responsibilities:**
 - Coordinated and led an international team of 9 specialists from 4 countries (Kyrgyzstan, Russia, Ukraine, and the USA).
 - Engineered the core game loop, agricultural growth mechanics, narrative scripts, and localized translations.
 - Designed a custom SPA state-routing framework based on Pixi.js from scratch.
- **Achievements:**
 - Optimized graphics packaging by structuring sprites via TexturePacker, reducing asset payload size by 40% and enabling instant game load on mobile web browsers.

Details

Bishkek
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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

"Jet Forces" (2D Jet Action Shooter) at Personal Project

2024

- **Role:** Solo HTML5 Game Developer
- **Tech Stack:** Phaser 3 (Arcade Physics), TypeScript, Vite, Git.
- **Responsibilities:**
Programmed custom physical behaviors for jet-propulsion flight and bullet projectile trajectories.
Designed responsive, cross-platform touch controls alongside standard keyboard/mouse input handlers.
- **Achievements:**
Created an optimized GPU-friendly particle emitter system for explosions and engine trails, allowing over 150 moving objects on mobile devices at a stable 60 FPS.

"Age of Sky Traders" (Trading Econ-Strategy) at Personal Project

2024

- **Role:** Solo HTML5 Game Developer
- **Tech Stack:** Phaser 3, Vue 3 (Composition API), Pinia, TypeScript, Vite, Vuetify, Tiled.
- **Responsibilities:**
Developed core economy loops (purchasing cheap/selling high), inventory screens, sky route maps, airship stats, and randomized pirate battle events.
Assembled procedural airship travel limits depending on engine upgrades.
- **Achievements:**
Architected a seamless bidirectional state-sync bridge between Phaser's WebGL game loop and reactive Vue 3 UI (Composition API / Pinia), eliminating spaghetti-code and halving the time required to build and ship UI screens.

"Starter Template for HTML5 Games" at Open-Source Tool

2025 – 2026

- **Role:** Principal Creator & Architect
- **Tech Stack:** Vue 3, Pinia, Phaser 3, TypeScript, Vite, Electron, Storybook, Decap CMS, i18next.
- **Responsibilities:**
Designed and published an open-source development boilerplate integrating modern web build tools with game engines for rapid game-jam development.
Engineered dynamic canvas-auto-resizing HUD modules and localization systems.
- **Achievements:**
Integrated Decap CMS for easy game-balancing configuration and Storybook for isolated UI components development, streamlining the game creation pipeline from days to minutes.

"The Stories Told by Whales" (Space Metroidvania) at Jame Gam #50 Entry

2025

- **Role:** Game Developer, Game Designer & Artist
- **Tech Stack:** Phaser 3, Vue 3, Pinia, Vite, Blender, Inkscape, Git.
- **Responsibilities:**
 - Designed, coded, and illustrated a deep exploration-based metroidvania game for Jame Gam #50.
 - Modelled 3D low-poly assets in Blender and created 2D flat vector graphics in Inkscape.
 - Developed specialized mechanics for collision vectors, an ambient audio manager, and progressive ability unlocking.
- **Achievements:**
 - Delivered a complete, highly-rated game within a tight 7-day deadline, surpassing the scope of all previous solo projects and achieving high ratings for controls, audio atmosphere, and visual style.