

Pavel Bezdornov – HTML5 Game Developer | PixiJS, Phaser, TypeScript, Vue.js

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PROFESSIONAL SUMMARY

HTML5 Game Developer and **Senior Frontend Engineer** with over six years of commercial JavaScript and Vue.js development experience. Developed and published browser games using PixiJS, Phaser, TypeScript, WebGL, Canvas, Vue 3, Pinia, and WebSockets. Experienced in game architecture, reusable development tools, asset preparation, performance optimization, code review, and technical documentation. Built mobile-first games supporting low-end Android devices, iPhones, desktop browsers, and ultrawide displays with aspect ratios up to 21:9. Developed internal game SDK components that reduced prototype development time from approximately 120 hours to 40–50 hours. Understand skeletal animation principles through DragonBones and prepare animation sequences and texture atlases using TexturePacker

TECHNICAL SKILLS

Game Development: PixiJS 7, Phaser 3, WebGL, HTML5 Canvas, game loops, game architecture, game mechanics

Programming: TypeScript, JavaScript ES6+, object-oriented programming, asynchronous programming, architectural patterns

Frontend: Vue 2, Vue 3, Composition API, Options API, Pinia, Vuex, Vue Router, Nuxt 2

Graphics and Animation: DragonBones, TexturePacker, Pixi Particle Emitter, texture atlases

Performance: Chrome DevTools, FPS profiling, mobile device testing

Build Tools: Vite, Webpack, Gulp, Electron, Storybook, Decap CMS

Integrations: REST API, WebSockets, Socket.IO, i18next, backend integration

Development Processes: Git, code review, task estimation, decomposition, regression testing, technical documentation

Design Tools: Figma, Inkscape, Blender

PROFESSIONAL EXPERIENCE

Senior Frontend Developer — Vue.js and Nuxt.js | Studio 15 | Tomsk, Russia, Remote December 2023 – May 2026
EDM Ghost Production is an international electronic music marketplace connecting producers, artists, administrators, and customers through real-time services

- Progressed from Middle to Lead Frontend Developer within approximately 10 months, taking ownership of architecture and releases
- Coordinated a frontend team of 2 developers, establishing task estimation, decomposition, and code review processes
- Developed producer accounts, administration panels, and dashboards, covering 5 key marketplace user scenarios
- Relaunched the platform's online store through a complete redesign
- Presented weekly product demonstrations to an international client, clarifying requirements before features reached production
- Integrated REST API and Socket.IO, supporting real-time marketplace functionality and dynamic interfaces
- Introduced regression testing without increasing the project budget, reducing recurring defects and improving client confidence

HTML5 Game and Frontend Developer | Frozoneon | Kyiv, Ukraine, Remote

July 2020 – December 2021

Game studio with 10 products and an audience of 19 million unique users, working on the Nethernite browser MMORPG

- Launched the guild interface, the game's largest social feature for collaborative objectives and competitive activities
- Added a combat formation editor, enabling players to manage team composition and character tactics
- Developed interactive Vue interfaces for boss battle mechanics, supporting the game's core PvE content
- Integrated WebSocket updates for multiplayer interfaces, synchronizing battle states in real time

SELECTED GAME PROJECTS

Lead Game Developer and Project Manager | Crazy Farm

2021

Multiplayer HTML5 game rendered with PixiJS and synchronizing gameplay data with server services in real time

- Led 9 specialists across 4 countries, coordinating development, game design, interfaces, artwork, and localization
- Created 3 complete application screens covering authorization, onboarding, and the primary gameplay experience
- Implemented 3 animated plant characters and 4 care tools, forming a complete repeatable gameplay loop
- Created a step-by-step interactive tutorial introducing new players to all core mechanics and actions
- Structured PixiJS containers for plants, trees, bushes, decorations, interface elements, and a scalable farming grid
- Implemented particle effects for 3 care tools using Pixi Particle Emitter, improving visual feedback
- Consolidated character animations into preloaded texture atlases, eliminating loading stalls on low-end Android devices
- Adapted the mobile-first interface for iPhones, Android devices, laptops, desktops, and ultrawide 21:9 displays
- Prepared internal framework documentation and a regression testing plan for the distributed team of 9 specialists

Creator and Architect | Charlie HTML5 Game SDK

2025 - present

Reduced game prototype development time from approximately 120 hours to 40–50 hours through reusable architecture and components

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- Applied shared mechanics, interface modules, localization, asset loading, routing, and build configuration across 3 projects
- Connected Phaser game logic with Vue interfaces through Pinia, providing predictable bidirectional state synchronization
- Implemented transitions between game scenes through Vue Router, centralizing navigation across menus, gameplay, and loading screens
- Created reusable platformer and top-down movement mechanics, accelerating the development of 2 common control systems
- Developed Vue anchor components that maintain correct interface positioning relative to Canvas during resolution changes
- Created adaptive Vue modal windows that resize their viewport relative to Canvas dimensions on mobile and desktop screens
- Integrated Decap CMS and i18next, enabling game content and localization changes without modifying gameplay logic
- Added Storybook templates and technical documentation for isolated component development and demonstration
- Configured builds for static hosting and Electron, supporting browser publishing and desktop distribution from one codebase

Game developer, Game Designer и художник | The Stories Told by Whales

2025

The Stories Told by Whales is a completed space exploration game created during a seven-day international Game Jam

- Released a complete playable game within 7 days, spending approximately 40–50 hours on focused development
- Implemented progressive ability unlocking, exploration mechanics, and player controls
- Used reusable Charlie SDK systems, reducing implementation time by more than 50 percent
- Created low-poly models in Blender and flat vector graphics in Inkscape, establishing a consistent visual style
- Combined Phaser gameplay with Vue 3 interfaces while maintaining separation between presentation and game logic

EDUCATION

LANGUAGES

Russian: Native

English: B1 Intermediate