

Pavel Bezdornov - Senior Frontend Engineer (Vue.js)

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PROFESSIONAL SUMMARY

Senior Frontend Developer with 6+ years of commercial experience building SPAs and high-load interfaces with Vue 2, Vue 3, Nuxt, and TypeScript. Progressed from Middle to Senior Frontend Developer on the international EDM Ghost Production marketplace, taking ownership of frontend architecture and delivery. Coordinated a frontend team of 2 developers, establishing code review, task estimation, and decomposition processes. Built real-time interfaces with Socket.IO and WebSockets for the LetsExchange cryptocurrency platform and the Nethernite browser MMORPG with approximately 10,000 players. Developed game interfaces and mechanics with PixiJS, Phaser, and WebGL, including guild systems, combat scenarios, and a team formation editor. Introduced a frontend testing process without increasing the project budget, reducing release defects by approximately 30%. Developed interfaces for the AcademyOcean corporate LMS platform serving tens of thousands of users. Use Claude Code and Codex agents to accelerate development and code analysis, reducing feature implementation time by approximately 50–60%

TECHNICAL SKILLS

Programming Languages: JavaScript ES6+, TypeScript

Frontend: Vue.js 2 and 3, Composition API, Options API, Nuxt.js, Pinia, Vuex, Vue Router, SSR, HTML5, CSS3, SCSS, SASS, LESS, Bootstrap, Element UI, PrimeVue, Vuetify, REST API, WebSockets, Socket.IO, responsive and mobile-first design, cross-browser development

Game Development: PixiJS, Phaser, WebGL, Canvas API, Tiled, real-time multiplayer UI

Architecture: Component-based architecture, state management, architectural patterns, object-oriented programming, SPA, SSR

Build Tools: Vite, Webpack, Gulp, npm, Git, GitHub, GitLab

AI: Claude Code, Codex, AI Assistant WebStorm

Design: Figma, Blender, Inkscape

PROFESSIONAL EXPERIENCE

Senior Frontend Developer Vue.js and Nuxt.js | Studio 15 | Tomsk, Russia, Remote December 2023 – May 2026

Project: International electronic music marketplace connecting producers and artists, featuring approximately 3,000 tracks and customers across around 40 countries

- 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 core marketplace user scenarios
- Relunched the platform's online store through a complete redesign
- Integrated REST API and Socket.IO, supporting real-time marketplace functionality and dynamic interfaces
- Introduced frontend testing without increasing the budget, reducing release defects by approximately 30%

Middle Frontend Developer Vue.js | AcademyOcean | Odesa, Ukraine, Remote September 2022 – October 2023

Corporate LMS platform for training employees, customers, and partners across more than 21 industries, including enterprise clients

- Built the course catalog and reusable list components for an LMS serving customers across 100 countries

- Designed quiz editors, enabling administrators to create lesson questions and assessment scenarios without developer involvement
- Implemented role management interfaces, supporting access control for lessons and modules
- Established a Vue component hierarchy separating visual presentation from course business logic
- Standardized frontend feature development, reducing implementation inconsistencies and improving time to market by 25%

Middle Frontend Developer Vue.js and Nuxt.js | XFAMILY | Kyiv, Ukraine, Remote December 2021 – September 2022
Cryptocurrency exchange platform supporting cross-chain swaps, offering more than 4,000 assets and maintaining a 4.7 Trustpilot rating

- Built core cryptocurrency selection components for Buy, Sell, DEX, and Swap flows covering more than 4,000 coins
- Released responsive account dashboard components for exchange operations across desktop and mobile devices
- Improved multilingual SEO metadata for Buy Crypto, Sell Crypto, Coins, and Trading Pairs pages, increasing search visibility by 1.5 times
- Implemented server-side rendering for localized Nuxt pages, improving loading performance and search engine indexing

Junior 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 goals and competitive activities
- Added a combat formation editor, allowing 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 PROJECTS

Crazy Farm | HTML5 Game Developer

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

- Built a custom reactive TypeScript framework connecting application state with PixiJS rendering
- Established real-time WebSocket communication between browser clients and server-side game services
- Applied MVP architecture, separating presentation, state, and game logic across reusable modules

Age of Sky Traders | Frontend & Game Developer

Playable browser-based economic strategy prototype with management mechanics, developed independently from initial concept to release

- Built a custom reactive TypeScript framework connecting application state with PixiJS rendering
- Established real-time WebSocket communication between browser clients and server-side game services
- Applied MVP architecture, separating presentation, state, and game logic across reusable modules

EDUCATION

- **Bachelor's Degree in Tourism Business Management** | Academy of Tourism | Bishkek

LANGUAGES

Russian: Native

English: B1 Intermediate