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

Location: Bishkek, Kyrgyzstan | **Email:** pavelbezdornov@gmail.com | **Phone:** +996557133337 | **Portfolio:** alpnweb.com | **LinkedIn:** linkedin.com/in/pavel-bezdornov/ | **Telegram:** pavel_alpinweb | **Whatsapp:** +996557133337

PROFESSIONAL SUMMARY

HTML5 Game Developer with over **6 years of commercial JavaScript development experience**, including work on a commercial browser-based MMORPG. Specialize in browser game development, client-side architecture, and game systems. Core tech stack: **Phaser, TypeScript, JavaScript, and Vue 3**, with hands-on experience in **PixiJS and Cocos Creator**. Developed a custom **HTML5 Game SDK**, reducing game prototyping time from **approximately 120 to 40–50 hours**. Experienced in technical leadership and collaborative development. Combine engineering and creative production skills, including game UI/UX, design systems, animation, and VFX. Use **AI-assisted development tools** to streamline production workflows.

TECHNICAL SKILLS

Game Development: Phaser 3, PixiJS 7, Cocos Creator 3.8, HTML5 Canvas, WebGL, game mechanics, game loop.

Programming & Architecture: TypeScript, JavaScript ES6+, OOP, FSM, event-driven architecture, design patterns, modular architecture.

Game Development Tooling: Game SDK development, reusable systems, Vite, Webpack, Electron, Storybook, Decap CMS.

Game UI/UX: Vue 2/3, Composition API, Pinia, Vuex, Vue Router, DOM and Canvas integration, mobile-first UX, design systems.

Graphics, Animation & VFX: DragonBones, TexturePacker, Inkscape, Blender, Figma, particle systems, shaders, dynamic lighting, game juice.

Integrations & Playable Ads: REST API, WebSockets, Socket.IO, i18next, MRAID, Playable SDK, Bingo, single-file HTML builds.

Engineering & Production: Git, code review, FPS profiling, Chrome DevTools, build optimization, regression testing, technical documentation, AI-assisted development, technical leadership.

PROFESSIONAL EXPERIENCE

Senior Frontend Developer — Vue.js and Nuxt.js | Studio 15 | Tomsk, Russia, Remote December 2023 – May 2026
Project: EDM Ghost Production — an international music marketplace with complex client-side architecture and real-time functionality.

- Progressed from Mid-level to Lead Frontend Developer in approximately 10 months, taking ownership of architecture, technical decisions, and releases.
- Coordinated a team of two developers, establishing processes for task estimation, task breakdown, and code review.
- Developed user account areas, admin panels, and dashboards, implementing five key user workflows across the platform.
- Integrated REST APIs and Socket.IO to deliver real-time functionality and dynamic interfaces.
- Introduced regression testing without increasing the budget, reducing recurring defects.

HTML5 Game and Frontend Developer | Frozeneon | Kyiv, Ukraine, Remote July 2020 – December 2021
Project: Nethernite — a commercial browser-based MMORPG developed by Frozeneon.

- Developed and launched guild interfaces, supporting one of the game's core social mechanics.
- Implemented an interactive battle formation editor for managing team composition and character tactics.
- Developed game interfaces and client-side logic for boss battles, supporting core PvE content.
- Integrated WebSocket updates for real-time battle state synchronization and adapted game interfaces for mobile devices.

SELECTED GAME PROJECTS

Game Developer, Team Lead & Technical Artist | Get Rich or Freeze | 2026

A functional prototype of a mobile-first browser-based survival adventure game built with Phaser and Vue 3.

- Implemented drag-and-drop interactions between Vue DOM interfaces and Phaser game objects using coordinate transformations.
- Developed a declarative finite state machine (FSM) for managing character states and animations.
- Designed responsive game interfaces and a unified design system encompassing graphics, characters, environments, and UI.
- Implemented dynamic lighting, visual effects, and positional audio.
- Established a production pipeline from artistic concept to technical implementation, using AI-assisted tools for UI development and shader configuration.

Creator & Architect | Charlie HTML5 Game SDK | 2025 – Present

An open-source SDK built on Phaser and Vue to streamline browser game development.

- Reduced game prototyping time from approximately 120 to 40–50 hours through modular architecture and reusable components.
- Integrated Phaser game logic with Vue using Pinia, enabling two-way game state synchronization.
- Developed reusable platformer and top-down movement systems, responsive UI components, and scene management through Vue Router.
- Integrated Decap CMS, i18next, and Storybook for content management, localization, and component development.
- Established browser and desktop build pipelines using Vite and Electron and prepared technical documentation.

Game Developer, Team Lead & Game Artist | Survive Until Dawn | 2026

A browser-based 2D survival horror game evolved from a game jam prototype created in seven days.

- Led a distributed team, coordinating development, art production, game design, and the evolution of the prototype into a full game.
- Developed Vue 3 game interfaces synchronized with Phaser game states.
- Created the main character, four ghost types, and 28 frame-by-frame animations, integrating them into the character state system.
- Implemented dynamic visual effects using Phaser Particle Emitters and a music system responding to in-game time.
- Contributed to game mechanics, balancing, and preparation for commercial release, including localization and platform SDK integration.

Lead Game Developer & Project Lead | Crazy Farm | 2021

A multiplayer HTML5 game built with PixiJS, featuring real-time game data synchronization.

- Led a team of nine specialists across four countries, coordinating development, game design, and art production.

- Implemented a core gameplay loop featuring three animated characters, four interaction tools, and a step-by-step tutorial.
- Designed a modular game object architecture, a scalable game world, and particle effects using PixiJS.
- Optimized animations using texture atlases, eliminating stuttering on low-end Android devices, and adapted interfaces for mobile and desktop screens.

Playable Ad Game Developer | Knight Playable | 2026

An interactive idle RPG playable ad developed with Cocos Creator 3.8 and TypeScript.

- Implemented movement, automated combat, and progression mechanics, designing a modular game controller architecture.
- Integrated DragonBones skeletal animation, particle systems, and audio feedback to enhance game juice.
- Implemented the ad session lifecycle through a Playable SDK Adapter and supported both portrait and landscape orientations.
- Optimized the single-file HTML build to 2.6 MB, passed Google H5 technical validation, and tested AppLovin integration.

EDUCATION

Bachelor’s Degree in Tourism Business Management | Academy of Tourism | Bishkek

LANGUAGES

Russian: Native

English: B1 Intermediate