ARSEN MAZMANYAN

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• HTML5 Game Developer •

ABOUT ME

An active person who is into HTML5 Game Development, because games provide lots of interesting challenges for me.

EDUCATION

2018 - 2019 - Information Security at Yerevan Stat University
2019—2023 - Informatics and Applied Math at Yerevan State University

WORK EXPERIENCE

March 2022 - Nowadays

Double Coconut
HTML5 Game Developer
• Making HTML5 Games with Phaser3, Phaser2 engines, using TypeScript
• Designing and implementing solutions for standard and complex programming tasks
• Writing and implementing clean and scalable code
• Participating in code reviews
• Providing guidance to entry-level, juniors engineers
• Assisting with client, customer and communication related to specific tasks, features, assignments

May 2020 - March 2022

Armath
HTML5 Game Developer
• Making HTML5 Games with Phaser2 and PixiJS, using TypeScript and JavaScript
• Developed playable ads and mini-games for many well-known games.
• Designing and implementing solutions for standard and complex programming tasks

March 2020- May 2020

Koreez Games
HTML5 Game Developer
• Making HTML5 Games with Phaser2 engine, using JavaScript
• Developed playable ads and mini-games for many well-known games.
• Designing and implementing solutions for standard programming tasks

HARD SKILLS

JavaScript, TypeScript, OOP, HTML5 Game Development, Phaser3, Phaser2, PixiJS, Troubleshooting, Debugging, Google and other search engines, Photo editing, Adobe Figma, Adobe Photoshop, Audio editing, Google Adsense, Google Analytics

SOFT SKILLS

Adaptability, Teamwork, Communication, Collaboration, Problem Solving, Organizational, Time Management, Open for Healthy Criticism, Confidence,