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 State University
2019—2023 - Informatics and Applied Math at Yerevan State University

WORK EXPERIENCE

January 2023 - Nowadays

Playrix

Marketing Creatives Developer
• Develop the software part of creatives and mini-games using JavaScript
• Perform creatives localization tasks
• Take an active part in team meetings
• Follow the development pipeline
• Monitor major trends in marketing creatives and programming

March 2022 - January 2023

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
• Debugging and diagnosing issues in code

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, Spine, Audio editing, Linux, Google Adsense, Google Analytics

SOFT SKILLS

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