

ARSEN MAZMANYAN

• 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
Thesis - Making 2D Web Games Engine

PORTFOLIO

birdman1104.github.io

CONTACT INFO

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WORK EXPERIENCE

March 2024 - **TokenWin**

Nowadays

PixiJS Developer

- Develop and maintain blockchain-based games using PixiJS
- Implement engaging and smooth animations for game elements and NFT displays
- Collaborate with designers and developers to create intuitive, user-friendly gaming interfaces
- Optimize applications for maximum speed and scalability
- Ensure the technical feasibility of UI/UX designs
- Write well-structured, efficient and maintainable code
- Participate in code reviews and collaborate with the team to improve development processes
- Troubleshoot and debug to resolve any technical issues

January 2024 **Freelance Projects**

- Nowadays

Web Game Developer

- Developing Playable Ads that meet the standards of various platforms, such as Applovin, Facebook, Google, Ironsource, Liftoff, Mintegral, Moloco, Snapchat, TikTok, Unity, Vungle
- Developing various browser games, with mechanics like drag-and-drop, clicker, idle, etc
- Making sure the games meet all the required standards, such as build size, responsiveness, etc
- Using my templates for PixiJS, Phaser, written in JavaScript and TypeScript

July 2023 -

March 2024

PoggiPlay

Front End Game Developer

- Develop the software part of games using PixiJS
- Development and support of the own SDK
- Adding new features to older games
- Debugging and diagnosing issues in code
- Working with legacy code
- Follow the development pipeline

January 2023

- June 2023

Playrix

Marketing Creatives Developer

- Develop the software part of creatives and mini-games using JavaScript (PixiJS, MatterJS)
- 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 - **Double Coconut**

January 2023 *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

March 2020 - **Koreez Games / Armath**

March 2022 *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

HARD SKILLS

JavaScript, TypeScript, OOP, HTML5 Game Development, Playable Ads Development, PixiJS, Phaser3, Pixi-Spine, Phaser2, MatterJS, ThreeJS, Unity, C#, React, Vue.js, p5, Troubleshooting, Debugging, Photo editing, Adobe Figma, Adobe Photoshop, Miro, BoardMix, Audio editing, Linux, Google and other search engines

SOFT SKILLS

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

PUBLIC SPEAKING

- (Bad) Influence of Games - Barcamp 2023
- "Let's make games with JavaScript" - JavaScript Summit Armenia 2023
- "Math and Programming" - Barcamp 2022
- "JavaScript and Game Development" - JS Conf 2021
- "1 Day in IT sphere" - presentation for middle school kids in Drakhtik Middle School (2022)