

Roman Paymulin

Phaser/Pixi Game Developer

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Bio

Skilled Phaser/Pixi game developer with nearly four years of experience in HTML5 game development. Proven ability to create engaging and high-performance playables that captivate target audiences. Strong technical skills in JavaScript, TypeScript, Pixi, and Phaser, with additional experience in Babylon.js, Three.js, and Unity. Dedicated to continuous learning and staying updated with the latest industry trends and technologies. Seeking a full-time position where I can contribute my expertise to innovative game development projects.

Skills

UI UI, JavaScript, TypeScript, Git, Pixi, Phaser, Cocos, Babylon.js, Three.js, Unity, Webpack, Node.js, Photoshop, Blender, Matter.js, Box2D.

Experience

HTML5 Developer, G5 (February 2022 - Present)

Developed engaging playables to attract target audiences using JavaScript, Phaser 2, Pixi.js, Matter.js, and Box2D. Collaborated with the design team to integrate visual assets and animations. Optimized game performance and fixed bugs to ensure smooth gameplay. Implemented new features based on user feedback and analytics data.

Phaser Game Developer, Heztl (September 2020 - February 2022)

Developed HTML5 games with a focus on the Phaser framework. Created games for big, famous Russian companies like Sberbank and Beeline using TypeScript, Phaser 3, Three.js, and Babylon.js. Worked on back-end development to support game functionalities. Wrote and maintained APIs for game data retrieval and storage. Participated in code reviews and collaborated with cross-functional teams.

Technical Consultant, NVO ORO (Charitable Organization) (July 2023 - Present)

Providing expert technical consultations for various projects on a voluntary basis. Assisting in the development and implementation of technical solutions. Supporting the organization in achieving its goals through effective use of technology. Collaborating with other team members to identify and resolve technical issues.

Forensic Expert, Freelance (2016 - 2019)

Conducted forensic examinations and provided expert testimony in legal cases. Analyzed evidence and prepared detailed reports for court proceedings. Collaborated with legal professionals to provide accurate and unbiased forensic analysis. Maintained up-to-date knowledge of forensic methodologies and best practices.

Education

Bachelor's in Forensic Examination, Volgograd Academy of the Ministry of Internal Affairs of the Russian Federation (Graduated: 2014)

Studied forensic examination and gained comprehensive knowledge in forensic methodologies and practices.

Certificate in Programming, School 21 Associated Program with Ecole 42 (Graduated: 2020)

Completed an intensive programming course with a focus on software development and coding best practices.