Andrii Babintsev

JavaScript Game Developer (Three.js, Pixi.js, Phaser)

Portfolio
andriibabintsev.com

Contact
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EXPERIENCE

JavaScript Game Developer

Borna Technology | Lviv, Ukraine
November 2019 - Present

- Developed interactive 2D and 3D playable advertisements (1-2 weeks per project)
- Developed 2D and 3D HTML5 games for desktop and mobile (3-5 months per project)
- Improved the project's performance and minimized resource usage
- Provided mentorship to junior developers, sharing knowledge in Three.js and Phaser frameworks
- Estimated the required timeframes for new projects
- Actively participated in brainstorming and idea generation sessions, contributing creative solutions to project challenges

Technologies used: JavaScript, TypeScript, Three.js, Phaser, Pixi.js, Blacksmith 2d, Cannon.js, Rapier

EDUCATION

Engineer's Degree in Automation and Control Systems

Donetsk National Technical University

2004 - 2009

SKILLS

JavaScript / TypeScript

Three.js, GLSL Shaders

Pixi.js, Phaser, Blacksmith 2D

Libs: Cannon.js, Rapier, Spine, Tween.js and more

Photoshop, Blender

LANGUAGES

Ukrainian - native

Russian - native

English - B1

COURSES

Three.js Journey Completion
Three.js Journey, 2023

Game design: create games that you like & make money
devtodev, 2021

Node.js Developer
Hexlet, 2019