

LEKS / ASTERON

Aleksey Spirin

Web Game Developer · HTML5 Developer · Game Designer

Founder of Darles Games · Full-cycle game and interactive product development



DarlesGames@yandex.ru [Telegram](#) [GitHub](#) [Darles Games](#) [Project library](#)

PROFESSIONAL PROFILE

Web Game Developer and Game Designer with full-cycle experience in HTML5 games and interactive web products — from concept, architecture and prototyping to implementation, SDK integrations, release, monetization and updates. I build both rapid validated prototypes and long-lived systemic projects with reusable architecture and adaptation for different devices and platforms.

CORE COMPETENCIES

Development and architecture

HTML5, CSS, JavaScript, Construct 3, Canvas, WebGL, Browser APIs, Node.js toolchain, npm, Vite, Git/GitHub, modular architecture and reusable systems.

Gameplay systems

Core loop, state management, input, collisions, progression, saves, localization, leaderboards, achievements and game lifecycle management.

Platforms and monetization

Browser game platform SDKs, authentication, cloud data, rewarded/interstitial ads, purchases, publication builds and moderation requirements.

Adaptation and data

Desktop/mobile/tablet, aspect ratios, safe areas, touch/mouse/keyboard input, databases, JSON, LocalStorage and backend service integration.

Game design and product

Game concept, core loop, gameplay systems, feature cutting, progression, level design, balancing, UI/UX, hypotheses and post-release development.

AI-assisted development

Context engineering, agentic workflow design, reusable agent skills and instructions, code verification, Git automation and documentation.

EXPERIENCE

Darles Games — Founder · Web Game Developer · Game Designer

2021 — present

- Development of HTML5 games, interactive web products and technical templates.
- Full production cycle: concept, architecture, development, QA, integrations, publishing and updates.
- Platform adapters, responsive UI, save systems, monetization and reusable modules.
- Development of the project library, documentation and AI automation for Darles Games.

Project and client work — Web Game / Interactive Product Developer

Project-based

- Prototypes and full products, gameplay systems, responsive interfaces, assets and integrations based on requirements.
- Scope estimation, feature reduction, delivery of working versions and technical documentation.

SELECTED PROJECTS

Automated Project Card System

An AI agent receives a description and links, creates a bilingual card and cover, validates the data structure and updates the Git repository.

Multiplatform HTML5 Game Template

A reusable architecture with SDK adapters, saves, ads, leaderboards, pause handling and a local fallback mode.

Tavern: One Floor Below

A systemic HTML5 game with potion crafting, economy, characters, progression, recipes and narrative elements.

One of Us

A 2D sci-fi adventure and psychological horror game with mini-games and weapon-free storytelling.

Neon Plus

An arcade shooter created in three days for a game jam — from concept to a working release.

QuadroPuzzle

A puzzle game with progression, a shop, ads, leaderboards and releases on multiple platforms.

Full library: darlesgames.github.io/projects/

PROFESSIONAL RESULTS

- Released HTML5 games and interactive projects across multiple web platforms.
- Reusable HTML5 templates, platform adapters and standardized gameplay systems.
- AI automation of repository workflows and bilingual content generation.
- Hands-on work with SDKs, ads, saves, leaderboards, responsive UI, databases and structured data.

TOOLS

Visual Studio Code, Construct 3, Git/GitHub, Node.js, npm, Vite, Chrome DevTools, Canvas, WebGL, GamePush, web platform SDKs, Yandex Metrica, Google Analytics, Photoshop, Illustrator, Aseprite, Figma, Canva, Audition, CapCut, ChatGPT and Codex.

Additional exposure: GameMaker, Unity, Construct 2, C#, Java and Python — not part of the current primary stack.

EDUCATION

Self-directed professional development through real projects, documentation, releases, game jams and technical experiments.

LANGUAGES

Russian — native.

English — Intermediate (B1): technical documentation, development tools and professional correspondence.

PROFESSIONAL FOCUS

Web/HTML5 development roles, project-based browser game and interactive product development, platform adaptation, gameplay systems, reusable templates and AI automation of technical workflows.

Current links: darlesgames.github.io · github.com/DarlesGames · DarlesGames@yandex.ru