ANDRIA JANDIERI

Software/Game Developer

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🌐 [Personal](#) [Portfolio](#)

SUMMARY:

Passionate about software/game development, robotics, and electronics. Experienced in C# Unity, and always eager to learn new technologies and build creative solutions.

WORK EXPERIENCE:

QA Engineer
JSC United Financial Corporation (UFC) --------------- | 2023 - Present

C# Unity Game Developer
Dasi Games --------------- | 2022 - 2023

- Designed, developed, game mechanics and UI interactions in Unity for mobile platforms.

C# Unity Game Developer & 3D Generalist

Happy Lobster Games --------------- | 2020 - 2023
- Directed full game production lifecycle, including design, development, testing, and publishing on Marketplace.
- Developed and tested core game mechanics, player interactions, and UI functionality using C# in Unity
- Built environments, 3D character model assets with Blender and integrated them into Unity.
- Designed character rigs and implemented animation systems.
- Performed SDK integration and published on Marketplace(Playstore, Appstore).

TECHNICAL SKILLS:

- **Programming Languages:** C#, JavaScript
- **Frontend:** HTML, CSS, React
- **Backend:** .NET, ASP.NET, Entity Framework
- **Databases:** PostgreSQL, MySQL
- **Data Formats:** JSON, XML

EDUCATION:

Tbilisi State University
Computer Science, Informatics --------------- | 2006 - 2008
(studied in parallel with Physics)
Theoretical & Experimental --------------- | 2004 - 2008
Physics

LANGUAGES

Georgian (Native) | English (Fluent)