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# KONSTANTINE VASHALOMIDZE

## SUMMARY

Senior year student at Kutaisi International University with expertise in full-stack development, real-time systems, and distributed applications. Interned at Devexperts and EuroLight and worked on full stack development. Proficient in Java, React, and Spring Boot, with a proven track record of building scalable and maintainable platforms like Virtual Arena and real-time financial applications.

## SKILLS

- ★ Programming Languages : Java | Python | Javascript | OCaml
- ★ Frameworks: Spring Framework | Spring Boot | Spring MVC | RXjava | React
- ★ Tools & Technologies: Docker, Git, Maven, Jira.
- ★ Software Engineering Principles
- ★ Algorithms & Data Structures

## EXPERIENCE

**Devexperts, Georgia, Tbilisi** | *Java Web Developer Intern* | 06/2024 - 09/2024

- ★ **Streamlined Development Processes:** Applied Agile practices, Git workflows, and issue tracking tools to deliver all tasks efficiently within deadlines.
- ★ **Built Secure and Scalable Application:** Developed APIs with OpenAPI/Swagger and implemented JWT authentication, improving system security and scalability.
- ★ **Improved Java Knowledge:** Used Java Streams, Lambda expressions, and JUnit testing to create high-performance, maintainable solutions.
- ★ **Optimized Deployment:** Automated CI/CD pipelines with TeamCity and Docker, reducing deployment times and ensuring reliability.
- ★ **Strengthened Database Operations:** Executed SQL queries and database tasks, maintaining data integrity and improving performance.
- ★ **Certified in Modern Development Practices:** Successfully completed the internship and earned the Devexperts Java Web Developer Certification.

**Euro Light, Batumi** | *Java Software Developer Trainee* | 09/2023 - 12/2023

- ★ **Designed and Implemented Storage Management System:** Developed a robust application using Java, Neo4j, and Swing, operating around storage operations.
- ★ **Secured Application Access:** Built authentication and authorization systems from scratch, enhancing user security and access control.
- ★ **Visualized Data Effectively:** Created dynamic charts and tables, improving data visualisation and decision-making.

★ **Applied Advanced Design Patterns:** Utilized MVC, Observer, Singleton, and Factory patterns, preserving maintainability and scalability.

## EDUCATION

**Kutaisi International University, Georgia, Kutaisi** | *B.Sc. in Computer Science, Senior* | SEP 2020 - PRESENT

## PROJECTS

This is the only part of the projects that I have done so far to keep the resume lightweight. You can check out my Github to see more projects, almost every project that I have I supply documentation and demos.

## Virtual Arena

Maintainer and lead engineer for virtual arena v1, article sharing platform. Technologies: JWT, Java mail sender, MaterialUI, Spring Boot, React, MongoDB, Redux Toolkit, Swagger, CI / CD, Render.com and much more. (see Github)

## Financial Instruments Platform

Worked on developing 3 parts of multi service application during devexperts internship under observation of the Senior Software Engineer, application is responsible for user communication via realtime chats and subscription / unsubscription of real time financial data. (see Github)

## Storage Management System

Software engineer of the storage management system developed during internship currently used by company EuroLight. Custom Table View, Advanced Search, Dynamic Filtering, Full Screen Mode, Interactive node-based data representation,

Detailed node information panel, Real-time graph manipulation, Connected data visualization

Custom Calendar Integration, Performance Metrics and much more. Internship was mandatory in University and I scored 80 out of 100. (see Github)

## University Capstone Project

The web application was created under the guidance of Supervisor Professor Ia Mosashvili and graded by External Associate Professor Lasha Iashvili, obtaining 80 out of 100 points. The application was a very detailed online chat with a vast set of features, modern design, a secure authentication/authorization system, and VideoSDK integration. The project itself was not the main objective; rather, it was the approach and demonstration of problem-solving as a software engineer by following various principles, such as choosing a project management tool like the waterfall model and planning everything systematically, all of which I documented thoroughly. Note that the backend was written in Node.js, and a remake of it is currently in progress using Spring Boot. (see Github)

## Arnold 2D Platformer Game

I collaborated with Game Developer Luka Gobronidze in a team and obtained 2nd place at the Game Jam Georgia competition, winning a certain amount of prize money. In just 2 days, the two of us created a functional game using Godot, specifically with GDScript. It is important to note that all the assets, including the audio, were made by us within those 2 days. I specifically implemented the state pattern and physics for casting the rope, as well as created the enemy movement logic and assets. (see Demo)