

Konstantine Vashalomidze

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About Me

My journey in software development started with game programming at Game Jam Georgia, where my team placed second, but it quickly evolved into a deeper fascination with web technologies and distributed systems. Through my internships and personal projects, I've developed a particular interest in real-time applications - from financial data streams at Devexperts to building my own article-sharing platform, Virtual Arena. What excites me most about software engineering is the challenge of creating systems that are not just functional, but scalable and maintainable. Currently seeking opportunities where I can contribute to meaningful projects while continuing to grow as a developer.

Education

B.Sc. in Computer Science, Senior, 2020-2024

Kutaisi International University, Imereti, Kutaisi

Experience

Internship at Devexperts

Java Web Developer Intern — 4 months, 610 hours

- Completed an extensive training program covering a wide range of software development topics and technologies:
 - Software Development Lifecycle and Methodologies: Agile practices, testing processes, and working with requirements
 - Project Management: JIRA, issue tracking, time management, and QA processes
 - Version Control: Git workflow, Bitbucket (Stash)
 - Build Tools and Frameworks: Maven, Spring Framework (Core, Boot, MVC)
 - Databases and APIs: SQL, REST APIs, OpenAPI, Swagger documentation
 - Java Programming: Collections, Streams, Lambda expressions, Exceptions, JUnit testing, Concurrency
 - Web Technologies: WebSockets, Cookies, Local/Session Storage, JWT authentication
 - DevOps: Docker, CI/CD pipelines, TeamCity
 - Linux/Unix: Basic commands, SSH, file permissions, log management
 - Financial Markets: Securities, market participants, trading basics
- Gained hands-on experience through practical tasks and projects for each module
- Developed a strong foundation in both theoretical concepts and practical application of modern software development tools and practices
- Successfully completed the internship program and earned the Devexperts Java Web Developer Certification

Internship at EuroLight

Java Developer Intern — 6 months

- Developed a Storage Management System application using Java, Neo4j, and Swing.
- Implemented authentication and authorization systems.
- Created data visualization features including charts and tables.
- Applied design patterns such as MVC, Observer, Singleton, and Factory.

Projects

Virtual Arena - Article Sharing Platform

Frontend Repository — Backend Repository

- Developed a full-stack article sharing platform with rich features using Spring Boot 3.x and React
- Implemented secure JWT authentication with refresh tokens and email verification
- Built an interactive article management system
- Created a responsive UI with Material-UI featuring infinite scroll, nested comments, and social features
- Integrated MongoDB for data persistence and Redux Toolkit for state management
- Deployed the application on Render with proper CI/CD pipeline configuration
- Implemented advanced features like article bookmarking, social sharing, and role-based access control
- Added comprehensive API documentation using SpringDoc OpenAPI (Swagger)
- Created detailed technical documentation and deployment guides

Financial Data Application

GitHub Repository

- Developed a scalable, real-time financial data application using Spring Boot for backend and React for frontend.
- Implemented WebSocket communication for real-time instrument data subscription and user chat functionality.
- Designed and implemented JWT-based authentication and authorization system with configurable server-side caching.
- Utilized RxJava (Observer pattern) for efficient handling of financial data streams from a mock data service.
- Implemented an LRU cache for optimizing access to popular financial instruments, improving application performance.
- Containerized the application using Docker and orchestrated multi-service deployment with Docker Compose.
- Developed RESTful APIs for non-real-time data operations.
- Created a responsive frontend design to ensure compatibility across various devices.

Thesis Project: Enhanced Messenger Application

GitHub Repository

- Developed a feature-rich messenger application using React and Node.js.
- VideoSDK integration.
- Implemented various software designs and architectures.
- Included additional functionality beyond standard messaging and calling features.
- Very well documentation and graphs explaining code.

Stack Overflow-like Application

GitHub Repository

- Built using Spring Boot, React, and MongoDB.
- Replicated core functionalities of Stack Overflow.

Storage Management System

GitHub Repository

- Developed an application using Java and Neo4j as the database.
- Implemented features such as data analysis charts, user registration/login, and substring search.
- Utilized MVC, Observer, Singleton, and Factory design patterns.

E-commerce Website

- Developed as a university course final project.
- Allowed users to browse products, add them to cart, and proceed to checkout.

Online Forum

GitHub Repository

- Designed and implemented a platform for user registration, post creation, and interaction.
- Featured multiple pages with responsive design.

Autonomous Vehicle Project

GitHub Repository

- Participated in the Duckietown self-driving cars course.
- Gained experience in designing, building, and programming autonomous vehicles.
- Collaborated with a team of students.

Arnold - 2D Platformer Game

- Designed and created a 2D platformer game during 'Game Jam Georgia'.
- Achieved 2nd place in the competition.
- Developed using Godot game engine and GDScript.
- Applied various design patterns, including the state pattern.

Skills

- Programming Languages: Java, JavaScript, Python
- Frameworks & Libraries: Spring framework, Spring Boot, Spring MVC, RxJava, React
- Web Technologies: RESTful APIs, WebSockets, JWT
- Databases: SQL, Neo4j, MongoDB
- Caching: LRU Cache implementation
- Tools & Technologies: Docker, Docker Compose, Git, Maven, JIRA
- Cloud: Basic understanding of microservices architecture
- Testing: JUnit
- Methodologies: Agile, Scrum
- Algorithms & Data Structures