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About Me

Highly motivated Computer Science student with a strong interest in software engineering, seeking to gain working experience. My academic journey and internships have equipped me with problem-solving skills and a solid foundation in programming languages and technologies. I work well in teams and enjoy taking on challenging projects to learn and grow. I strive to write clear and effective code, and I'm always looking for opportunities to improve as a software 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

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