Konstantine Vashalomidze

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TECHNICAL SKILLS

Languages: Java, Go, Python, JavaScript
Frameworks: Spring, Material-UI
Developer Tools: Git, Github, Stash, Docker, Maven, Postman, Jira, TeamCity, Render, PyCharm, IntelliJ.
Libraries: JUnit, Mockito, Lombok, Log4j, Jackson, JDK (famous ones)
Other: A&DS, SE principles, Energy, Enthusiasm, Consistency, Dedication, Typing Fast(:D)

EDUCATION

Kutaisi International University — Kutaisi, Georgia
Bachelor of Computer Science, Minor in Management — *Aug. 2020 – May 2025*

EXPERIENCE

Java Web Developer Intern — June 2024 – September 2024
Devexperts — *Tbilisi, Georgia*

- Completed a 610-hour internship, earning the **Devexperts Java Web Developer Certification** through one-on-one mentorship.
- Designed and implemented **RESTful APIs** using **Spring Boot**.
- Integrated **JWT authentication** and **OpenAPI/Swagger documentation** to ensure API security and usability.
- Worked using **Agile methodologies** (Jira) and **Docker**.
- Developed and presented a **multi-service financial instruments application** using Spring Boot.
- Refactored and documented code based on mentor feedback, following best practices and participating in regular attestations for each module.

Java Software Developer (Mandatory University Internship) — September 2023 – December 2023
Euro Light — *Batumi, Georgia*

- Achieved a grade of **89/100** in this mandatory internship, part of the university curriculum.
- Communicated with company representative in order to gather requirements.
- Followed waterfall model during development, by preserving berst practices.
- Designed and implemented a **Storage Management System** using **Java, Neo4j, and Swing**.
- Built **authentication and authorization systems** from scratch, for user security and access control.
- Created **dynamic charts and tables** for effective data visualization.
- Applied advanced design patterns such as **MVC, Observer, Singleton, and Factory**.

PROJECTS

Kosta's Interpreter | *Java, Mockito, JUnit, MVN* — more...
- Open Source maintainer of interpreter written in java.

Virtual Arena | *Spring Boot, React, MongoDB, CI/CD, Swagger* — more...
- Engineer for an article-sharing platform.

Financial Instruments Platform | *Realtime Chat, Financial Data* — more...
- Developed real-time chat and financial data subscription features under a Senior Software Engineer to deliver 3 core components of a multi-service application with Spring Boot.

Storage Management System | *EuroLight, Node-based Data Visualization* — more...
- Built a system for EuroLight with dynamic filtering, graph visualization, and much more.

University Capstone Project | *Node.js, Spring Boot, VideoSDK* — more...
- Developed a secure online chat with VideoSDK integration, graded 80/100 by university professors
- Demonstrated problem-solving, documentation writing skills and systematic planning using the waterfall model.

Arnold 2D Platformer Game | *Godot, GDScript, Game Jam* — demo
- Collaborated to create a game in 48 hours, winning 2nd place at Game Jam Georgia
- Implemented rope physics, enemy AI, and custom assets, including audio