

Konstantine Vashalomidze

500 05 13 94 | vashalomidzekonstantine@gmail.com | [linkedin.com/in/konstantine-vashalomidze...](https://www.linkedin.com/in/konstantine-vashalomidze...) | github.com/KonstantineVashalomidze... | [website](#)

TECHNICAL SKILLS

Languages: Java, Go, Python, JavaScript

Frameworks: Spring, Material-UI

Developer Tools: Git, Github, Stash, Docker, Maven, Postman, Jira, TeamCity, Render, PyCharm, IntelliJ, ClaudeAi, Deepseek, ChatGPT.

Libraries: React, JUnit, Mockito, Lombok, Log4j, Jackson, JDK (famous ones)

Other: ADS, SE principles, Energy, Enthusiasm, Critical Thinking

EDUCATION

Kutaisi International University

Bachelor of Computer Science, Minor in Management

Kutaisi, Georgia

Aug. 2020 – May 2024

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**, mastering **Spring Framework** fundamentals (dependency injection, Spring MVC, Spring Data MongoDB).
- Integrated **JWT authentication** and **OpenAPI/Swagger documentation** to ensure API security and usability.
- Utilized **Agile methodologies** (Jira) for efficient task delivery and **Docker** for CI/CD pipelines.
- 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 best practices.
- Designed and implemented a **Storage Management System** using **Java, Neo4j, and Swing**, simplifying storage operations.
- Built **authentication and authorization systems** from scratch, for user security and access control.
- Created **dynamic charts and tables** for effective data visualization to improve decision-making processes.
- Applied advanced design patterns such as **MVC, Observer, Singleton, and Factory** to ensure maintainability and scalability.

PROJECTS

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