

Konstantine Vashalomidze

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TECHNICAL SKILLS

Languages: Java

Frameworks: Spring Framework, Spring Boot, React (MaterialUI)

Developer Tools: Git, Github, Docker, Maven, Postman, Prometheus, IntelliJ.

Other: A&DS, SE principles, NoSQL (MongoDB), Netowkring & Distributed Systems, Math, Open Source Development.

EDUCATION

Kutaisi International University

Bachelor of Computer Science, Minor in Management

Kutaisi, Georgia

Aug. 2020 – May 2025

EXPERIENCE

Java Web Developer Intern

June 2024 – September 2024

Deveexperts

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** for 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. **Virtual Arena** | *Spring Boot, React, MongoDB, CI/CD, Swagger Certificate*

PROJECTS

Kosta's Interpreter | *Java, Mockito, JUnit, MVN*

[more...](#)

- * Open Source maintainer of interpreter written in java.

spring-boot-blog-server | *Spring Boot, MongoDB Atlas, Docker, Docker-compose, REST*

[more...](#)

- * spring boot server for blogging application with more than 800+ stars on GitHub: Refactored, Modernized, Optimized and Migrated from relational to non-relational database.

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