

Aleksandre Bugadze

+995 599 913 158

Georgia, Tbilisi

leksobugadze@gmail.com

aleksandrebugadze.com

About me

Hi, my name is Aleksandre. I'm a Software Engineer with 2+ years of experience in developing responsive web applications with React, TypeScript, Java, Spring boot, Node.js, Express.js, Tailwind, and MongoDB. Also, I am highly proficient with JavaScript, HTML, and CSS.

Work Experience

- Web Administrator, OnMarket (Part-Time), Tbilisi (from May 2023 to September 2023)

Education

- Computer Science, Tbilisi State University (from September 2023 – Present)

Technical Skills

- | | |
|---------------|---------------|
| • HTML | • Java |
| • CSS | • Spring boot |
| • JavaScript | • NodeJs |
| • TailwindCSS | • ExpressJs |
| • TypeScript | • MongoDB |
| • React | |

Personal Projects

Find Location App

This is a full-stack application that utilizes two APIs to provide location-based functionality. The first is an IP Geolocation API, which retrieves geographical information based on an IP address, email, or domain. The second is Leaflet.js, a JavaScript library used to render interactive maps. The application combines these technologies to display the retrieved location data visually on a map, offering a dynamic and user-friendly interface. It was coded using TypeScript, React, TailwindCSS, Java and Spring boot.

[Live Demo](#) | [Source Code](#)

To-Do List

To-Do List Web App is developed using React.js and Tailwind CSS for the front end and Node.js and Express.js for the back end. It uses a MongoDB database to store and manage user accounts and tasks in an efficient manner.

[Live Demo](#) | [Source Code](#)

WEATHER APP

Weather App is coded using JavaScript, HTML, and CSS for the front-end and Node.js and Express.js for the back end. It incorporates the OpenWeather API to get live weather data so that users can look for real-time weather by city.

[Live Demo](#) | [Source Code](#)

ROGUE CUBE

Rogue Cube is a tiny, rogue-like, isometric grid-based game constructed with JavaScript, HTML, and CSS. It includes features such as turn-based movement and a modular structure which illustrates fundamental game development principles like state management, user input, and dynamic rendering in a web browser.

[Live Demo](#) | [Source Code](#)

OTHER...

There are other smaller projects I've created, which you can view on my [Git Hub](#).