

ALEKSANDRE BUGADZE

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SKILLS

- Work ethics
- Communication
- Adaptability
- Time management
- Attention to details
- Problem-solving
- Creativity

TECHNICAL SKILLS

- HTML
- CSS
- TailwindCSS
- JavaScript
- TypeScript
- React
- Java
- Spring boot
- NodeJS
- ExpressJS
- MongoDB

WORK EXPERIENCE

- Web Administrator,
OnMarket (Part-Time),
Tbilisi

EDUCATION

- Computer Science,
Tbilisi State University
(2nd Year)
September 2023 –
Present

LANGUAGES

- Georgian
- English
- Russian

Hi, my name is Aleksandre. I'm a motivated 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.

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.

[GitHub](#)

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.

[GitHub](#)

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.

[GitHub](#)

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.

[GitHub](#)

OTHER...

There are other smaller projects I've created, which you can view on my Git Hub.

[GitHub](#)