

Tornike Shatberashvili

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SUMMARY

Software Developer with 4+ years of experience in C# and Unity. Built large-scale applications, collaborated closely with non-technical teams, and currently expanding into backend development with ASP.NET Core, Next.js, and NestJS while building personal projects.

EXPERIENCE

Unity Developer (Junior - Mid Level)

September 2021 - April 2023

Dasi Games

Tbilisi, Georgia

- Developed mobile games using Unity and C#, implementing core gameplay mechanics and UI systems.
- Created a reusable project template and established coding standards to improve team efficiency.

Unity Developer (Mid - Senior Level)

April 2023 - Present

Appidea

Tbilisi, Georgia

- Led development of a large Unity mobile game optimized for performance, scalability, and clean architecture.
- Applied SOLID principles and design patterns to build maintainable, extensible gameplay systems.
- Integrated monetization and analytics SDKs to track performance and improve revenue.
- Collaborated with cross-functional teams to enhance gameplay features and player engagement.

Teaching Assistant

October 2023 - June 2024

Free University of Tbilisi

Tbilisi, Georgia

- Assisted in Programming Methodology and Abstractions, providing code reviews and guidance.
- Held office hours and graded assignments with structured, constructive feedback.
- Helped students grasp object-oriented programming, abstraction, and clean code principles.

EDUCATION

Bachelor of Computer Science

March 2022 - June 2025

Free University of Tbilisi

Tbilisi, Georgia

Curriculum modeled after leading institutions such as Stanford, MIT, Georgia Tech, and ETH Zurich.

SKILLS

- **Programming Languages:** C#, C/C++, Python, Java, TypeScript, Swift, Kotlin, Dart
- **Frameworks & Tools:** Unity, UE 5, ASP.NET Core, NestJS, Next.js, Xcode, Flutter, Git, SQL
- **Software Engineering:** Design Patterns, SOLID Principles, Data Structures & Algorithms

LANGUAGES

English, Georgian

PROJECTS

- **Bear Time (Unity Game)** - [View Project](#)
Largest mobile game I've worked on, built with Unity (C#). Led 95% of the programming while collaborating closely with artists, designers, and other team members.
- **Corely (SaaS Platform)** - [View Project](#)
Personal full-stack ASP.NET Core web app for gym and studio management (in progress).

More projects available at [Portfolio](#)