

David Kvilaria

dkvilaria@gmail.com | github.com/dkvilo

Experience

Skystar Games. *Graphics Programmer* - OpenGL, GLSL, C 2016-11 / 2017-08

Implemented **batch rendering** for custom-crafted **Game Engine**, Created shaders for **3d** and **2d** environment, such as **Dynamic ambient occlusion**.

Good Morning. *Intern as a Full Stack Engineer* - React, Node, MongoDB 2017-02 / 2017-08

Participated in development of various **REST APIs**, Worked with **Front-End** team, and developed **Reusable UI components** using **React**

NesoLab *Full Stack Engineer* - React, Node, MongodB, PostgreSQL 2017-09 / 2018 -12

Designed and Developed **CRM** (Customer relationship management) system. For this project, Develop a web app for monitoring purposes And Android App which was responsible for recording conversations with clients and saving audio for review. Took a **full-stack** effort. The project was built with modern technologies such as **NodeJS**, **ReactJS**, **WebSockets**, and **Docker**.

MARTINI Werbeagentur GmbH *Full Stack Engineer* - React, Node, Go 2018-09 / 2020-08

Developed Dashboard Web App built-in **image editor** and **payment system (Braintree)** served as a Content management system for the **PWA**. **Port/bind** js libraries to **React** such as **Fabricjs**, **Irojs**, etc ...

Designed and developed **PWA** (Progressive Web App) using modern technologies (**Reactjs**, **Redux**, **Material Design**, and **Sass**) as a **solo front-end developer**.

Created **Helper Js libraries** such as **Alina** (which was responsible to clear the old version of the **service worker** on the **IOS environment** to give the user the ability to receive new updates), **Katargha** (which was responsible for managing **service worker** modules in a **CRA** and injecting them into the sw.js bundle) And other libs for internal use. Designed **tools** and **boilerplates** for teammates, such as **auto-deployment systems (S3/CloudFront)** and **development environments, CI/CD Pipelines** for a **Tarvis** and **CircleCI**. designed, developed, and maintained microservices using **gRPC** and **Go**

Skills

Languages/Platforms: C, Go, Nodejs, JavaScript, TypeScript, HTML5, CSS3, SASS, GLSL, Bash

Data Technology: Redis, MongoDB, PostgreSQL, MySQL, GraphQL

Frameworks/Lib/APIs: React, React-Native, Next.js, Sdl2, Glfw3, Cocos2d-x, Three.js, OpenGL, gRPC

Other: Docker, Git, Vim, Nginx, Varnish, Envoy, Github Actions

Education

Computer And Information Sciences 2016 - *In Progress*

Georgian-American University (GAU)

Java Programming 2015-04 - 2015-06

GITA – GEORGIA'S INNOVATION AND TECHNOLOGY AGENCY

Android Development 2015-06 - 2015-08

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Open Source Projects

github.com/dkvilo/gossip | github.com/dkvilo/kvilo | github.com/dkvilo/imcargo

github.com/dkvilo/andromeda | github.com/dkvilo/2dc | github.com/dkvilo/moderenix

github.com/MartiniWA/katargha | <https://github.com/dkvilo/dcwr>