

# Emile Shodiev

Software Developer • 30 y.o.

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## Summary

I am a software developer with more than 10 years of extensive experience in a variety of fields. Utilizing my knowledge of computer science I've designed and implemented innovative, high-performance and easy-to-support applications.

I continuously learn and try to find out new things about technology and world. Functional programming, virtual reality, generative art and game jam enthusiast.

*Keywords:* Software Architecture, Javascript, Typescript, C#, Node, WebGL, GLSL/HLSL, Unity, SQL, Git, Docker, HTML/CSS/React, ActionScript, CI/CD,

## Education

*Bauman Moscow State Technical University*  
Nuclear engineering, Master's degree

Moscow, Russia 2011-  
2017

## Technical experience highlights

Javascript – 9 years

Typescript – 3½ years

C# – 3 years

NodeJs – 4 years

- Unity – 3 years
- WebGL/GLSL - 2 years
- Front-end (html, css, react) – 2 years

## Work experience (about 10 years and 8 months total)

- **Game Developer @ self-founded studio**

*Apr 2013 – Dec 2017 (4 years and 8 months)*

During my student years, I secured my first position working with globally recognized companies such as SPIL Games, Armor Games and MINICLIP. I successfully developed multiple commercially successful games using HTML5 and Flash technology,

*Keywords:* ActionScript 3, Flash, HTML5, Javascript, WebGL,

- **Software Engineer @ Infomediji d.o.o**

*Apr 2018 – Feb 2021 (2 years and 11 months)*

I developed, tested, and supported a web-based VR application for mobile and desktop platforms with or without official WebVR/WebXR spec implementation. The frontend was implemented using JavaScript, React, WebGL, Three.js. I also leveraged Node.js and Mongo for user authentication, content data retrieval, and statistics collection.

*Keywords:* Javascript, React, WebXR, WebGL, NodeJs, MongoDB, Three.js,

- **Software Developer @ Lion Studios / Azur Games / MOONEE**

*Apr 2021 – Mar 2022 (11 months)*

Working as a software developer with multiple international companies, I had the opportunity to lead the development of several successful mobile games. Working with Unity and C#, I brought a variety of game ideas to life. I also had a chance to work with backend team on essential services such as: custom analytics, profile and friends management.

*Keywords:* C#, Unity, Typescript, NodeJs,

- **Software Engineer @ Bee Creator**

*Mar 2022 – July 2023 (1 year and 1 months)*

In my most recent role, I utilized Unity/C# for the front-end development and leveraged Typescript/Node/SQL for user-centric services such as authentication, leaderboards, clan management, and real-time chat. Furthermore, I employed Nakama for the core game logic execution. Additionally, I had the privilege to delve into cutting-edge technologies like VR and web3.

*Keywords:* C#, Unity, Typescript, SQL, NodeJs, Nakama, React,

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## Links

<https://linkedin.com/in/emile-shodiev/>  
<https://github.com/flerokoo>

## Web version of this file

<https://flerokoo.github.io/docs/resume.html>