

Emile Shodiev

Software Developer â€” 25 y.o.

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Summary

I am a software developer with experience in a variety of fields. Currently I am focused on server-side development and most of my experience is related to everything that comes with Mongo-Express-React-Node stack. I also have been using Python and Haskell.

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

Keywords: JavaScript, Node.js, Express, MongoDB, Docker, AWS, Server-side, Front-end, React.js, Webpack, Redux, SCSS

Education

â€” <i>Bauman Moscow State Technical University</i>	Moscow, Russia 2011-2017
Nuclear engineering, Masterâ€™s degree	

â€” <i>University of California San Diego</i>	MOOC 2019
- Algorithmic Toolbox course	
- Data Structures course	

â€” <i>The Hong Kong University of Science and Technology</i>	MOOC 2019
Front-End Web Development with React	

Technical experience

â€” JavaScript â€” 5 years	â€” Python â€” about half a year
â€” TypeScript â€” 1 year (Iâ€™ve been using it from time to time)	â€” Haxe â€” 2 years
â€” Node.js â€” 1 year	â€” Haskell â€” about six months of non-commercial use
â€” React.js and friends â€” 1 year	

Work experience (about 6 years total)

â€“ Apr 2018 â€“ Present (1 year and 4 months)

Software Engineer @ Infomediji d.o.o

I am responsible for developing, testing and supporting a web-based application for searching and playing VR videos on both mobile and desktop platforms with or without official WebVR specification implementation.

Keywords: Javascript, WebVR, WebGL, Webpack, Node.js, Python, Express, MongoDB

â€“ 2013 â€“ Apr 2018 (5 years and 2 months)

Game Developer

I was working on different game titles for companies such as SPIL, OrangeGames, Famobi and others. Most of the games were built to run on HTML5 stack.

Keywords: Game Dev, HTML5, Typescript, Webpack, WebGL, Photoshop, Three.js
