

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

Node – 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 was responsible for developing, testing and supporting a web-based application which is used for searching and playing VR videos on both mobile and desktop platforms with or without official WebVR/WebXR spec implementation.

Keywords: Javascript, React, WebXR, WebGL, Webpack, Node, 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 primarily with Unity, C#, and HLSL, I managed to bring innovative and engaging gaming experiences to life.

Keywords: C#, Unity, HLSL, Typescript,

- **Software Engineer @ Bee Creator**
Mar 2022 – July 2023 (1 year and 1 months)

In my most recent position, I employed Unity/C# on client-side, and Typescript/Node/SQL/Nakama on server-side to develop complex high-load realtime multiplayer games. In addition, I had the exciting opportunity to explore and experiment with emerging technologies such as Virtual Reality (VR) and web3

Keywords: C#, Unity, Typescript, SQL, Node, Nakama, HLSL, React,

Links

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

Web version of this file

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