

# Emile Shodiev

Software Developer • 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

|   |                          |
|---|--------------------------|
| <i>Bauman Moscow State Technical University</i><br>Nuclear engineering, Master's degree               | Moscow, Russia 2011-2017 |
| <i>University of California San Diego</i><br>- Algorithmic Toolbox course<br>- Data Structures course | MOOC 2019                |
| <i>The Hong Kong University of Science and Technology</i><br>Front-End Web Development with React     | MOOC 2019                |

## Technical experience

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|--|--|
| Javascript – 5 years                                       | • Python – about half a year                       |
| TypeScript – 1 year (I've been using it from time to time) | • Haxe – 2 years                                   |
| Node.js – 1 year   | • Haskell – about six months of non-commercial use |
| React.js and friends – 1 year                              |  |

## Work experience (about 6 years and 6 months total)

· *Apr 2018 – Present (1 year and 4 months)*

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

I am 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 spec implementation.

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

· *2013 – 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

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## Footnote

### *Links*

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

<https://github.com/flerokoo>