Emile Shodiev

Software Developer • 29 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, 3D modelling,

Education

Bauman Moscow State Technical University   Moscow, Russia 2011-
Nuclear engineering, Master's degree   2017

Technical experience highlights

Javascript – 9 years
C# – 3 years
Node – 4 years

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

Work experience (about 10 years and 5 months total)

· **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 applicationwhich is used for searching and playing VR videos on both mobile and desktop platforms with or without official WebVR/WebXR spec implementation.

Keywords: Javascript, 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, Shaders,

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

In my most recent position, I employed Unity/C# on client-side, and Typescript/Node/SQL/Nakama onserver-side to develop 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, Shaders,

Links

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

Web version of this file

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