

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#, NodeJs, 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,

- **Game Developer @ Lion Studios / Azur Games**

Apr 2021 – Mar 2022 (11 months)

In my prior position, I utilized Unity, C#, HLSL, Blender, and Photoshop for the development of complex hybrid casual games. My work involved both individual tasks and collaborative efforts within an in-house team, enabling me to adapt to different working environments and contribute effectively to the projects at hand. I applied my knowledge in software architecture to structure the games efficiently, and my attention to visual details ensured that the final products were aesthetically pleasing and engaging for users.

Keywords: Unity, C#, HLSL, Blender, Photoshop,

· **Game Developer @ Bee Creator**

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

In my recent position, I utilized Unity and C# to develop core game mechanics and related systems, ensuring a robust and engaging user experience. My responsibilities also extended to backend functionality, where I implemented essential features such as profile and clan management, real-time chat, custom leaderboards, and analytics using Nakama, Node, Typescript and SQL. Throughout this process, I collaborated closely with a team of skilled professionals, contributing to a productive and knowledge-rich working environment.

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

Links

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

Web version of this file

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