

Nick Shvelidze

Mobile / Full-Stack Web developer

Links

- [GitHub: shvelo](#)
- [AngelList: nick-shvelidze](#)
- [LinkedIn: shvelo](#)
- [Google+: +NickShvelidze](#)
- [Twitter: @libgrog](#)
- [CoderBits: shvelo](#)

Apps and Websites worked on

- [Tbilisi Bus](#) - Android app, Solo developer
- [Sadili.ge](#) - Website, Development lead
- [Various experiments on GitHub](#)

Skills:

- Android development:
Java, [Kotlin](#), [Realm](#), [OKHttp](#), [Retrofit](#), AppCompatActivity, Google Play Services
- Full-stack web development:
Node.js, Ruby (Rails, Sinatra),
Angular.js, jQuery, Sails.js, Express, Socket.IO, MongoDB
SASS, CSS, LESS, PostCSS
Gulp, Babel, PostHTML
- Ecommerce:
Payments, Delivery management, Live delivery tracking,
Inventory management
- Maps/GIS:
NgMap (Google Maps, OSM), Google Maps (JS, Android),
Leaflet, OSM, MapBox (Android), OSM Rendering,
GraphHopper, MongoDB Geospatial
- Game Development:
LibGDX, HaxeFlixel, Phaser, MelonJS, Tiled
- Source control: Git (advanced)
- Advanced Linux:
Git-based deployment, SSH, Nginx, OpenWRT, Systemd, Arch
Linux (AUR Publishing)

Employment

- Lead Developer - Full-stack, Mobile
[Sadili.ge](#) - 2015-present
- Front-End Web Developer
Steady Logic - 2014

- Web / Android Developer
LemonDo - 2013-2014
- Web Developer
Omedia - 2013

Education

- B.Sc. in Computer and Electrical Engineering
Agricultural University of Georgia
2014-present

Interests

- Game Development
- Pixel Art, 8-bit sound
- Science (Biology, Physics, Astronomy)
- Music - Playing guitar, Sound recording and effects
- Electronics - Arduino, Freescale Kinetis and ESP8266, IoT, Analog audio hardware
- Retro Gaming, Emulation, Gaming on Microcontrollers
- Procedural Generation