

# Nick Shvelidze

*Full-Stack Web, Front-End, Back-End, Android Developer*

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I'm a full-stack developer interested in a wide range of platforms, including Android, Web, Linux and embedded development.

I always strive for great code quality and readability. I like writing code that performs great and is not overly complex or undocumented.

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## Contact info

Email: [captain@pirrate.me](mailto:captain@pirrate.me)

## Links

- [GitHub: shvelo](#)
  - [AngelList: nick-shvelidze](#)
  - [LinkedIn: shvelo](#)
  - [Twitter: @libgrog](#)
  - [Stack Overflow: nick-shvelidze](#)
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## 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](#), [Conductor](#), AppCompatActivity, Google Play Services
- **Full-stack web development:**  
Node.js, Ruby (Rails, Sinatra), Java EE  
Angular.js, jQuery, Sails.js, Express, Socket.IO, MongoDB  
SASS, CSS, LESS  
Gulp, Babel, Webpack
- **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, GitLab, GitHub, BitBucket, CI

- **Linux:**

Git-based deployment, SSH, Nginx, OpenWRT, Systemd, Arch  
Linux (AUR Publishing)

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## Employment

- Software Developer - Java EE, Full-Stack  
[AzRy](#) - 2017-present
- Lead Developer - Full-stack, Mobile  
[Sadili.ge](#) - 2015-2017
- Front-End Web Developer - Angular  
Steady Logic - 2014
- Web / Android Developer  
[LemonDo](#) - 2013-2014
- Web Developer  
Omedia - 2013

## Education

- Informatics  
Georgian Technical University  
2016-present
  - Computer and Electrical Engineering  
Agricultural University of Georgia  
2014-2016
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## 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
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[Source on GitHub](#)