

Daviti Petriashvili

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Motivated, efficient and team-working senior student with some experience, gravitating towards Game Development, Embedded Hardware, Reverse Engineering or combination of those.

EDUCATION

Kutaisi International University, *B.Sc. in Computer Science* | Kutaisi, Georgia GPA: **3.3 / 4.0** Jun 2024

- Capstone Project/Thesis: Measurement Of Algorithm Runtimes With Inputs Of Various Sizes

EXPERIENCE

Kutaisi International University, *Teaching Assistant* | Kutaisi, Georgia Sep 2023 -

- Teaching 11 students "Software Engineering Practical Course", working on Duckiebots on Jetson Nano.
- Taught 26 students "Introduction to Software Engineering".
- Assisted the professor in grading and general tasks.

ARex, *Unity Prototype Developer* | Remote (Kutaisi, Georgia) Sep 2023 - Oct 2023

- Developed an AR application prototype, which helped the startup win the local city hackathon (Kutaisi Citython 2023) out of a dozen teams.

Developers Alliance, *Student Intern* | Remote (Rustavi, Georgia) Aug 2023 - Aug 2023

- Learned PHP and Magento Framework.
- Massively improved my problem-solving skills.
- Mastered the use of Linux and Docker.
- Helped my peers get down their time of course completion under 2 weeks.

Mziuri Computer School, *Teacher* | Remote (Kutaisi, Georgia) Sep 2021 - Jun 2022

- Taught C++ to 15 school students and helped them get started in the world of programming.

SKILLS

Languages	C/C++, Python, Java, Kotlin, Bash, LaTeX, Yacc, Powershell, Rust Ocaml, MIPS Assembly, C#, Verilog
Software/Tools/Frameworks	CMake, Git, Linux, Docker, Unity Engine, Unreal Engine, Game Maker Studio, Qt
Certifications	Unity Certified Associate: Game Developer Bachelor's of Practical Course - Kotlin (TUM)
Soft Skills	Problem-solving, Documentation
Others	Digital Archival/Preservation, FPGA Programming

PROJECTS

Galaxies, please! | Video Game, *NASA Hackathon 2022*

- Developed a "Papers, please!" like game, worked on developing the game and writing logic.

EosEngine | Game Engine

- Wrote the whole OpenGL rendering pipeline and general engine game loop.

Goofer | Android Application

- Developed a sound board app using Material UI 3 and Jetpack Compose.

cH80s | Emulator

- Developed the whole CHIP-8 interpreter and implemented an emulator.
- Implemented sound wave synthesis by code.

LANGUAGES

English	Native/Professional proficiency
Georgian	Native proficiency
Japanese	Basic proficiency
Russian	Medium proficiency
German	Basic proficiency