

Daviti Petriashvili

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Senior Student and a Software Engineer with 3+ years of working experience as an educator in Computer Science fields, working with groups of 15+ people, Games Programmer and a General Software Developer. Digital archivist for 2+ years with experience in reverse engineering. Specializing in games industry.

EXPERIENCE

Source SDK General Programmer, *Half-Life 2 RtB:R Mod Team* | Remote (Georgia) Apr 2024 -

- Creating new enemy NPCs and entity items

Unity Game Programmer, *FrozenFang Studio* | Remote (Georgia) Mar 2024 -

- Implementing the core gameplay, assisting in game design
- Working on level modules, and AI of the NPCs

Teaching Assistant, *Kutaisi International University* | 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.

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

- Developed an AR application prototype, which helped the startup win the local city hackathon (Kutaisi Citython 2023) out 12 teams.

Student Intern, *Developers Alliance* | Remote (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.

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

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

EDUCATION

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

- *Thesis*: Measurement Of Algorithm Runtimes With Inputs Of Various Sizes (Research)

PROJECTS

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

- Developed a "Papers, please!" like game, developed the game loop and logic.

EosEngine | Game Engine

- Implemented OpenGL rendering pipeline
- 3D Object loading, Texturing, Lighting
- Random-height terrain generation
- General improvements/optimizations in the engine core and 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.

Certificates

Unity Certified Associate: Game Developer

LANGUAGES

English	IELTS 7.5/9 (C1) certified
Georgian	Native language
Japanese	Basic proficiency
Russian	Medium proficiency
German	Basic proficiency