Nick Svanidze

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Software Engineer, specializing in front-end development.
- Proficient in: Javascript(ES6+), React/React Native, Vue, HTML/CSS.
- Familiar with: TypeScript, Svelte, Jest, React Testing Library

Employment History

Software Engineer
Lottie (2021 – 2021)

- Oversaw development of Lottie web app. Curated planning process, researched and chose technology stack(client and server) to meet the needs of the product, organized general architecture and structure.
- Utilized incremental static generation of *Next.js* for better performance, SEO efficiency, and faster build times. Used *SWR* for caching, re-fetching/updating stale data, and revalidation. Tailored *Tailwindcss* classes for product-specific cases, used JIT mode for improved development time.
- Designed, built, and managed API in *Strapi*. Created plugins with *Node.js* for better CMS(*admin panel) experience. Participated in deployment(*Docker*) and CI/CD pipeline setup(*Jenkins*).

Front-end Engineer
Modus Create (2020 – 2021)

- Developed mobile apps in *React/Ionic* & *Capacitor.*
- Used *React-Query* for managing asynchronous operations between server and client, caching and updating data. This made applications more maintainable, increased performance and made *UX* feel much more faster.
- Simplified debugging process and integration by writing tests using *Jest* and *React Testing Library*.

Front-end Engineer
Flewid (2018 – 2020)

- Built custom IPTC metadata checker/editor app, used *React* and *Vue*.
- Improved performance by memoizing React components, optimizing *Webpack* bundler, and fixing unnecessary renders.
- Used *Typescript* for static typing. Rewrote class components to functional components for better file structure and consistency. Implemented *Hooks* for state and life cycle management.

Front-end Engineer
Eden (2018)

- Developed and launched 2 *React Native* mobile apps for real estate agents, brokers, home sellers, and buyers, app was created for both mobile(iOS and Android) operating systems.
- Used *Redux* for efficient state management, *GraphQL* for networking, *Immutable-js* for data persistency, *Normalizr* for data organization and various libraries, and tools to improve the app feasibility, stability, and performance.
- Ensured proper app documentation and reporting in all stages of development cycles. Organized and conducted technical interviews for engineer recruitment.

Software Engineer
Motivosity (2016 – 2018)

- Improved company web app using *React*.
- Created a custom-made CSS grid system(based on *flex* display) for lower maintenance needs.
- Planned, developed, and launched a mobile app using *React Native* and *Expo*. While developing, had to make changes to the *react-navigation* library in various ways to meet the complex *UX* needs of the app, couple solutions were added to the next versions of this library, as those were requested features/solutions by developers.

Software Engineer
Stakester (2015 – 2016)

- Used *React & React Native* to develop real-time mobile and web applications for video gamers.
- Built reusable *React* components & migrated *AngularJS* components to React.
- Assisted back-end engineers in improving API design by making it more pragmatic, updating two-way communication, and having better error handling.

Front-end Engineer
Chessable(2014 – 2015)

- Developed Chessable website. Ensured technical feasibility of *UI/UX* designs.
- Identified and troubleshot various issues in the app for better performance and cross-browser compatibility.
- Worked on visual analytics tool for player statistics, used *D3.js* for data visualization.

Education

Bachelor's Degree
Tbilisi State University(2015)

- Bachelor of Computer Science

For additional information(nikasvan.github.io)