

# Nick Shvelidze

*Software Engineer - Full Stack*

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I'm a full-stack developer specializing in JavaScript and related technologies (Node.js, TypeScript, Vue).

I have experience creating robust and elegant applications and websites, both while working with teams and solo.

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## Contact info

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

## Links

- [GitHub: shvelo](#)
  - [LinkedIn: shvelo](#)
  - [Twitter: @libgrog](#)
  - [Stack Overflow: nick-shvelidze](#)
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## Apps and Websites worked on

- [Food4.ge](#) - Recipe and food blogging website. Full-stack developer.  
Powered by Node.js (Express) and Vue.js + Nuxt for hybrid Server Side Rendering.
- [Tbilisi Bus](#) - Android app. Solo developer.  
Public transport app for Tbilisi, involving web scraping.
- [Sadili.ge](#) - On-demand food delivery. Full-stack developer.  
Website powered by Sails.js and Angular.js. Featuring live updates and delivery tracking using Socket.io technology.  
Android app for delivery drivers.
- [Various experiments on GitHub.](#)

## Skills:

- **Back-end web technologies:**  
Node.js, TypeScript, Ruby on Rails, Java EE  
MongoDB, PostgreSQL, MariaDB, Sequelize  
Express, Socket.IO, ElasticSearch
- **Front-end web technologies:**  
Vue.js, Angular.js, jQuery, Sails.js  
SASS, CSS, LESS  
Gulp, Babel, Webpack, Parcel
- **Android development:**

Java, [Kotlin](#), [Realm](#), [OKHttp](#), [Retrofit](#), [Conductor](#), AppCompat, Google Play Services

- **Multimedia:**

HTTP Live Streaming, FFMPEG, ISO BMFF, MP4, DASH, [Media Source Extensions](#), [Encrypted Media Extensions](#)

- **Ecommerce:**

Payments, Delivery management, Live delivery tracking, Inventory management.

Integration with [TBC Ecommerce](#) (ECOMM2), [BoG iPay](#)

- **Maps/GIS:**

NgMap (Google Maps, OSM), Google Maps (JS, Android), Leaflet, OSM, MapBox (Android), OSM Rendering, GraphHopper, MongoDB Geospatial

- **Source control:**

Git, GitLab, GitHub, BitBucket, CI

- **Linux:**

Docker, Docker-Compose, Git-based deployment, SSH, Nginx, OpenWRT, Systemd, Arch Linux, Postfix, OpenDKIM, OpenDMARC

- **Cloud services:**

[AWS](#) (EC2, EBS, ECS, S3, Lambda, CloudWatch, RDS) [Linode](#)

- **Game Development:**

[Godot Engine](#), LibGDX, HaxeFlixel, Phaser, MelonJS, Tiled

- **Learning in progress:**

[Rust](#)

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## Employment

- Software Engineer - Full Stack, Node.js Backend

[TulaCo](#) - 2019-present

- Software Engineer - Full-Stack, Mobile

[Qarva](#) - 2018-2019

- Software Engineer - Java EE, Full-Stack

[AzRy](#) - 2017-2018

- Lead Developer - Full-stack, Mobile

[Sadili.ge](#) - 2015-2017

- Front-End Web Developer - Angular

Steady Logic (IT Ventures,) - 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

- **Photography**  
I collect vintage film and digital cameras.  
Photography is my #1 hobby.  
You can see my work on [Unsplash](#).
  - **Game Development**  
I develop games as a hobby. I think it provides a good challenge to my programming and logic skills.
  - **Electronics**  
I experiment with the Arduino ecosystem and ESP series of boards.
  - **Vintage computers**  
I collect various vintage computers, such as IBM ThinkPads.
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[Source on GitHub](#)