

Nick Shvelidze

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

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.

Contact info

Email: 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](#), AppCompat, Google Play Services
- **Full-stack web development:**
Node.js, Ruby (Rails, Sinatra), Java EE
Vue.js, Angular.js, jQuery, Sails.js, Express, Socket.IO
MongoDB, PostgreSQL, MariaDB
SASS, CSS, LESS
Gulp, Babel, Webpack, Parcel
- **Multimedia:**
HTTP Live Streaming, FFmpeg
- **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)

Employment

- Software Developer - Full-Stack, Mobile
[Qarva](#) - 2018-present
- Software Developer - Java EE, Full-Stack
[AzRy](#) - 2017-2018
- 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](#)