

Irakli Kverenchkhiladze

FullStack Developer / WebGL Developer

Male, 25 years old

 [/space1worm](#)  [/kverenchkhiladze](#)

I'm interested in the intersection of development, visualisation, and design.

Location

Tbilisi, Georgia

kverenchkhiladzeirakli.personal@gmail.com

Skills

HTML/CSS/JS
Typescript
NodeJs
React
Redux
BrowserRouter
ThreeJS
StoryBook
Express
GraphQL
Firebase
Sanity
Webpack
React Testing Library
Jest
TailwindCSS
Bootstrap
PHP
C++
Linux
Docker
Ansible
Grafana
nGinx
Shell Scripting
Terminal
Bash

Languages

Georgian - Native
English - C1
Russian - A2

Summary

Software developer with almost **4 years** of experience in programming. I have a diverse background in Software Engineering, including experience in areas such as Video Games, Web Development, Back-End, VR, AR and more.

I have worked on different programming languages such as C++, Javascript, PHP and others. In addition, I have extensive experience in Software Quality and FE development. I am proud to have working experience at **CERN**, where I was involved in a variety of projects, including Software Quality and 3D Data Visualization. Over the course of 2 years, I developed a core set of data visualization applications that are now used in CERN's largest experiment, the ATLAS experiment, as a 3D web-based Detector and Event display application. My work served as the foundation for 12 additional applications that are utilized by different teams at CERN for various purposes. I had the opportunity to present these applications at ICHEP2020, the premier conference in High Energy Physics, in July 2020.

Afterwards i joined **Europe-Bet** as an Intern where I worked for a 3 month as a DevOps. Here I learned concepts of DevOps and have built deployment pipelines containerized applications, created CI/CD etc...

Now i'm working in **EPAM** for big companies (Basic-Fit, Skandinavisk, etc) as Software Developer!

Experience

Nuclear Engineering Center • 2020.01 - 2022.01

Increased applications performance by 70%

I started to work at as an Intern. after 6 months I was promoted and started to work on real projects, in 1 year I became a strong member of the team and independently managed projects. after 2 years I was promoted and became a senior WebGL developer.

- Improved applications FPS by 70%.
- Rewrote and updated applications legacy code.
- Created a library which was then used in almost every application.
- Developed a geometry filtering algorithm that made the application much more responsive than it was before.
- Added new features.
- Made app more responsive.
- Helped Team members to resolve the issues.

Europe-Bet • 2022.03 - 2022.06

Created high availability server.

I started DevOps training at primary goal was to understand how systems connections work, network, DNS and generally understand how computers work. Here I learned and understand concepts of Linux/DevOps

- Worked on Dockerization, Ansible, CI/CD.
- Understood concepts of Load Balancing with nGinx.
- Created HA server with CI/CD, Grafana, Docker, virtual IP and master/master replication of PostgreSQL.
- Constantly improved myself to understand much more!

EPAM • 2022.06 - 2023-02

E-Commerce Developer for companies like Basic-Fit & Skandinavisk & more...

After understanding concepts of FE/BE/DevOps I challenged myself to set even higher goals. Here I was studying/working on lib/framework such as React/NextJS also worked for companies like Basic-Fit and Skandinavisk as a B2C Commerce Developer

- Learned Basics of AWS.
- Understood the concepts of Serverless Architecture/LAMBDA.
- Learned Clean Design & Design Patterns.
- Deep dived in BE Development where I was responsible implementing End-Points and SEO optimizations.
- Worked with project management framework: SCRUM.