

Giorgi Kabanashvili

SOFTWARE ENGINEER · GAME DEVELOPER
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Education

Jacobs University Bremen

B.S. IN COMPUTER SCIENCE

- Got a Scholarship which is given to promising students.

Bremen, Germany

Sep 2016 - PRESENT

Jacobs University Bremen

BACHELOR PROJECT - RASPIER

- Raspier project is a part of Orbidanse Project from European Space Agency
- It is a cluster of 64 Raspberry Pis cluster running Rasdaman database management system

Bremen, Germany

Aug 2018 - Jan 2019

Experience

Payever GmbH

DEVOPS ENGINEER

- Optimizing CI pipelines with unit, coverage, functional testing
- Developing Helm charts for microservices
- Maintaining internal infrastructure and network security.

Hamburg, Germany

March 2019 - May 2019

Casecheck GmbH

DEVOPS ENGINEER

- Integrating Gitlab Auto Devops to GCE Kubernetes cluster
- Developing Helm charts for microservices
- Developed backup tool to export periodically cluster configuration to git

Bremen, Germany

Sep 2018 - Jan 2019

Rightmart Software GmbH

DEVOPS ENGINEER

- Migrating existed codebase to Kubernetes cluster from Rancher infrastructure
- maintaining and developing Kubernetes cluster on bare metal hosting
- Optimizing CI/CD processes and software to meet Microservices requirements

Bremen, Germany

Jun 2018 - Aug 2018

OFFIS – Institut für Informatik

STUDENT BIG DATA RESEARCHER & BACKEND DEVELOPER

- Researching, designing and implementing IKIMUNI: high durable, fault-tolerance, big data platform for industry 4.0.
- Developing code base with Scala & Java, using Apache Kafka, Hadoop, MapReduce, Cassandra open-source projects.

Oldenburg, Germany

Dec 2017 - May 2018

HELLA Fahrzeugkomponenten GmbH

AUTOMOTIVE CLOUD ARCHITECTURE & RESEARCHER AND BACKEND DEVELOPER

- Developing highly scalable, secured Cloud Architecture with MQTT, Kafka, Spark, Cassandra and Hadoop.
- Maintaining documentation, tests and security.

Bremen, Germany

Oct 2017 - Apr 2018

TA at Jacobs University Bremen

INTELLIGENT MOBILE SYSTEMS LAB TA

- Teaching students Arduino and C programming. Helping Professor to evaluate students progress.
- Grading homeworks and helping students to implement final projects.

Bremen, Germany

Oct 2017 - May 2018

Objective Software GmbH

SOFTWARE ENGINEER INTERN & BACKEND DEVELOPER

- Planned and implemented RESTful API for DriveGUARD Project with Node.JS and MongoDB.
- Switched from Backend to Frontend and finished web application to help Frontend team meet the project deadline.

Munich, Germany

July 2017 - Aug. 2017

Biznetx Group

GAME DEVELOPER INTERN & UNITY3D DEVELOPER

Tbilisi, Georgia

June 2017 - Aug. 2017

- Developed Space Zone, indie video-game which got Greenlight on Steam.
- Implemented game mechanics and game logic.

Extracurricular Activity

Jacobs CS Club

CORE MEMBER

Bremen, Germany

Sep. 2016 - PRESENT

- Organized meetings, presentations and talks.
- Organized Local Hack Day 2016 and Jacobs Hack 2017.

Honors & Awards

INTERNATIONAL

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| 2017 | Google Developer Challenge Scholarship , Was chosen from 100,000 applicants and received Google Developer Challenge Scholarship for Mobile Web Specialist Nanodegree course at Udacity. | <i>Udacity, Google</i> |
| 2017 | Opentrends Challenge , My project provides real-time data about parking spaces in Barcelona. | <i>Barcelona, Spain</i> |
| 2017 | Hack IAA 2017 , Got the place in top 15 teams on Hack IAA 2017 organized by Digital Life - Daimler. | <i>Frankfurt, Germany</i> |
| 2017 | 3rd Place , Took 3rd place on Bonding Engineering Competition at Universitat Bremen. | <i>Bremen, Germany</i> |
| 2017 | Terma Award , Developed VR video-game on AUHack 2017 with Terma 3D Audio technology. | <i>Aarhus, Denmark</i> |
| 2016 | Logitech Challenge , Developed VR video-game on LauzHack 2016 with Oculus Rift and Unity3D. | <i>EPFL, Switzerland</i> |

DOMESTIC

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| 2016 | 1st Place , Built GLaDOS for Intelligent Mobile Systems Lab with Arduino and OpenCV. | <i>Bremen, Germany</i> |
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