

Giorgi Iasaghashvili

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About Me

As an experienced mobile game developer with over 5 years of software programming expertise and 4+ years of game development experience, I possess a deep understanding of the Unity3D engine and have a proven track record of building fun and engaging games. I stay current with the latest industry trends and technologies, enabling me to bring innovative and fresh ideas to the table. A fast learner and hard worker, I excel as both an independent contributor and a team player, collaborating effectively with developers, designers, and artists to deliver top-quality games. My ability to take ownership of tasks and see them through to completion is demonstrated by the numerous successful projects I have managed independently.

Technical Skills

- **Game Development:** Unity 3D, C#, Game Programming Patterns, Mobile and WebGL platforms
- **Version Control:** Git (Bitbucket, Sourcetree, GitHub, Fork)
- **Backend & Analytics:** Firebase (Analytics, Authentication, Hosting, Firestore, Realtime Database, Cloud Messaging, Test Lab), Azure PlayFab, Game Analytics, ByteBrew
- **Monetization:** IronSource, Applovin, AdMob, In-App purchases
- **Optimization:** Performance improvements for mobile and WebGL platforms

Experience

Dasi Games | 02/2022 - Present

Senior Game Developer

- Developed Arcade Idle and Hyper-Casual mobile games, as well as WebGL games for platforms such as CrazyGames and POKI
- Created over 10 projects, with a strong focus on optimizing build size, memory management, and performance enhancements for both WebGL and mobile platforms

Smart Academy | 02/2022 – 10/2022

C# Lecturer

- Led a programming course designed to teach students C#

Stonkers | 01/2021 – 02/2022

Co-Founder / Lead Game Developer

- Developed over 10 projects for various companies, including MOONEE, Lion Studios, and Crazy Labs
- Created a game that achieved over 300,000 downloads, showcasing its popularity and market success.

Sambrela LLC | 05/2020 – 01/2022

Senior Game Developer

- Worked on a diverse range of game genres, including multiplayer, blockchain, gambling, hyper-casual, puzzle, and baby games
- Successfully developed and delivered over 15 projects.

Reality Interactive | 04/2019 – 07/2019

Junior Game Developer

- Successfully converted a VR game into a PC version, adapting gameplay mechanics and user interfaces for the new platform

Education

IT Academy Step Georgia

C, C++, C#, AngularJS, WPF, MySQL, Unity 3D