

Giorgi Tsartsidze

Game Programmer

I'm a passionate Game Programmer with a strong background in programming, dedicated to creating engaging gaming experiences. I'm committed to expanding my skills in game industry especially in gameplay engineering, graphics programming, game design and game engines, and delivering high-quality results that positively impact the industry.

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📍 Tbilisi, Georgia

EDUCATION

Bachelor of Computer Science

Kutaisi International University

09/2020 - 07/2025

Kutaisi, Georgia

Courses

- Game Engine Development

Bachelor's Practical Course - Kotlin (DAAD Study Visit)

Technical University of Munich

10/2021 - 12/2021

Munich, Germany

Courses

- Android Studio
- Kotlin
- Software Design patterns

WORK EXPERIENCE

Unity Game Developer

Digital Road Studio

04/2021 - 07/2023

Tbilisi, Georgia

Out-source company focused on delivering high quality products to its customers.

Achievements/Tasks

- Helped lead team of development.
- Worked closely alongside designers and artists.
- Worked on Improving Gameplay Mechanics.
- Improved and helped with Game Design.

Unreal Engine Gameplay Engineer Intern

Blankhans

07/2023 - 09/2023

Munich, Germany

Developing a Game called Coreborn: A multiplayer survival game set in the open world of Ultracore. Where you build, grow, and defend your town. The Game page:

<https://store.steampowered.com/app/1926090/Coreborn/>

Achievements/Tasks

- Worked Directly on core gameplay in C++ and Blueprints
- Debugged existing codebase
- Worked on Replication and Multiplayer features

Teaching Assistant

Kutaisi International University

09/2021 - 03/2024

Kutaisi, Georgia

A University based in Kutaisi, which is focused on research and development. It is a German based University with leading German Professors.

Achievements/Tasks

- helped design and grade assignments, quizzes and exams, and provided feedback and guidance to students.
- Facilitated weekly lab sessions and office hours, and assisted the instructor with lectures and course materials.

SKILLS

C#

Java

Design Patterns

Object-Oriented Programming

C++

Unreal Engine

Game Engine Development

Unity Programming

Game Development

PERSONAL PROJECTS

Roots of Love - Global Game Jam Game

(02/2023 - 02/2023)

- Contributed to programming, game design, and level creation for "Roots of Love," demonstrating a broad range of technical and creative skills.
- Worked with a team to create a unique art style and soundtrack, immersing the player in a magical world.
- Successfully delivered a polished and creative game under tight time constraints, working within a 48-hour time frame for the Global Game Jam.

Wild Invasion (05/2021 - 07/2021)

- Unity based Game that was programmed in C#. The game is Top-Down based and wild west themed.
- 3th place in local Game Jam.

Game Engine Based on JAVA (02/2022 - 07/2022)

- Implemented Game engine logic
- Added unit/functional tests
- Fixed development issues regarding OpenGL
- Implemented github CI/CD pipelines.
- Link: <https://github.com/KIU-GEDGADA/EosEngine>

ACHIEVEMENTS

Davit Andguladze Art School # 14, 9 year completion

"ICARUS", Non-Profit Cullinary Academy completion

Germany, SICK Solution Hackathon Winner

TUM, Certificate for Bachelor's practical course - Kotlin

LANGUAGES

Georgian

Native or Bilingual Proficiency

English

Full Professional Proficiency

Russian

Limited Working Proficiency

German

Elementary Proficiency

INTERESTS

Violin Playng

Cooking

Gaming