

# Irakli Chkuaseli

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## EDUCATION

### Georgian Technical University

- Master of Science in Computer Science 2021 – 2023

### Free University of Tbilisi

- Bachelor of Science in Computer Science 2014 – 2018

## WORK EXPERIENCE

### CTO at **Golden Fox**

2024 – present

- Set the studio's technology vision and roadmap, aligning game, tools, and backend strategy with business goals.
- Scaled the engineering team and introduced CI/CD pipelines on TeamCity and GitHub Actions that cut build times in half.
- Architected the reusable Foundation framework with Zenject-based modular services for Analytics, Auth, and Ads, deployed across flagship titles like Guns & Fury on iOS, Android, WebGL, and desktop from a single codebase.
- Designed the MVP-based UI and theming system that now powers rapid reskins and live-ops updates without code changes.
- Partnered with business leadership and investors to translate technical milestones into clear product plans.

### Unity, React Native & Agentic AI Consultant at **Gamify Education**

2026 – present

- Architect an educational gamification platform across React Native, Unity, React, and NestJS, organized as a Turborepo monorepo.
- Engineered a custom Unity-in-React-Native integration bridge with bidirectional messaging, plus an Expo config plugin that automates iOS and Android build signing, framework embedding, and Xcode project configuration.
- Built real-time multiplayer engines with Socket.IO and Phaser 3 across multiple game modes with shot mechanics, difficulty scaling, and cross-client state synchronization, backed by a NestJS API with 15+ domain modules.

### Senior Unity Developer at [**Confidential**]

Sep 2025 – Dec 2025

- Built mobile card trading application from the ground up using Unity.
- Architected service-driven system with VContainer dependency injection, VitalRouter command routing, and R3 reactive state management.
- Developed complete feature set including card collection and trading, multi-provider authentication, payment processing, and wallet management.

### Senior React Native Developer at **Qene Technologies**

May 2025 – Sep 2025

- Architected cross-platform mobile applications with React Native and TypeScript.
- Built a Node.js backend with Express, PostgreSQL, and Socket.IO powering real-time features.
- Integrated video streaming with the Agora SDK and implemented comprehensive authentication flows.
- Established end-to-end testing with Detox and full CI/CD pipelines.

Senior Unity Developer at **Qene Technologies** May 2023 – Apr 2025

- Built the Unity frontend syncing with Twitch IRC and YouTube Live Chat, letting viewers play interactive mini-games like Trivia, Family Feud, and Tower Defense in real time.
- Developed backend services with user authorization, cloud saves, friends, and leaderboards.
- Implemented a TeamCity-based CI/CD system for iOS and Android builds.
- Designed game services as reusable plug-and-play packages.

Lead Unity Developer at **Golden Fox** 2019 – 2024

- Led team of artists and programmers developing mobile games shipped to iOS and Android.
- Architected game systems including item progression, character customization, and server-synchronized inventories.
- Developed custom in-engine tools and implemented server infrastructure for player data, achievements, and cross-platform cloud saves.
- Built shared framework with services deployed in Guns & Fury and Battle for Basiani.

Senior Mobile Developer at **Toptal** 2022 – present

- Build Unity and React Native apps and games for Toptal clients across a range of engagements.
- Work has spanned custom character controllers, real-time 3D rendering optimized for mobile, modular UI systems with dynamic animations, audio occlusion for virtual 3D environments, authentication, and scene management.

Full-stack Developer at **Champions Academy** 2019 – 2022

- Architected and developed internal gym management system from the ground up.
- Integrated existing hardware for turnstile access control and locker management.
- Built analytics dashboard tracking occupancy trends to inform capacity planning.

Unity Developer at **Golden Fox** 2017 – 2019

- Implemented core gameplay mechanics for 2D fighting game.
- Created game leaderboards, statistics, and achievements with custom server backend logic.
- Automated release pipeline to App Store and Play Store.
- Designed complete UI with animations, sounds, and haptics.

## PROJECTS

**Guns & Fury** [goldenfox.games/games/guns-and-fury](https://goldenfox.games/games/guns-and-fury)

- 3D Wild West action dueling game with full character customization including outfits, weapons, and appearance. Led team development and architected game systems for iOS and Android.

**Beemi** [beemi.app](https://beemi.app)

- React Native mini-games platform for livestreaming with real-time multiplayer. Integrated with TikTok, Twitch, and YouTube APIs for social engagement.

**Battle for Basiani** [apps.apple.com/us/app/battle-for-basiani/id1495060685](https://apps.apple.com/us/app/battle-for-basiani/id1495060685)

- 2D pixel art beat-em-up with server backend, leaderboards, and achievements. Refactored legacy codebase and integrated monetization and social features.

**Matchday Champions** [apps.apple.com/us/app/matchday-champions-soccer/id6476573675](https://apps.apple.com/us/app/matchday-champions-soccer/id6476573675)

- Free-to-play soccer card collection game with officially licensed players from 25+ leagues. Built in Unity with real-time performance data integration and competitive multiplayer.

**Sleepagotchi** [sleepagotchi.com](https://sleepagotchi.com)

- Sleep tracking app with gamified rewards and virtual collectibles. Built custom 3D rendering system in Unity optimized for mobile performance.

## Golden Fox Games

goldenfox.games

- Studio website for Golden Fox indie game studio. Built with Astro and Tailwind CSS featuring scroll animations, HDR color support, Schema.org structured data, Open Graph meta tags, accessibility features, and offline-first PWA.

## TECHNICAL SKILLS

- **Game Development:** Unity, C#, Cross-Platform, Game Architecture, Multiplayer Systems, Game Tools, In-Game Economies, Performance Optimization
- **Mobile & Web:** React Native, React, Expo, Expo Router, EAS Build, TypeScript, Node.js, NativeWind, TanStack Query, Reanimated, Storybook, Cross-Platform Mobile, UI/UX Systems, Real-Time Features
- **Backend & Infrastructure:** NestJS, PostgreSQL, Socket.IO, Cloud Services, Scalable Systems, Server Architecture, API Design
- **Leadership & Process:** Technical Leadership, Team Scaling, CI/CD Pipelines, System Architecture, Product Strategy, Mentoring

## PERSONAL PROJECTS

### UI Corner

github.com/irakli/ui-corner

- A GPU-accelerated solution for applying rounded and chamfered corners to Unity UI elements using Signed Distance Field (SDF) rendering. Performance optimized at 2.5-3.1× faster than alternatives with independent per-corner configuration.

### Marquee

github.com/irakli/marquee

- Smooth scrolling marquee text for TextMeshPro in Unity UI. Configurable speed, direction, and spacing as a UPM package.

### Glimmer

github.com/irakli/glimmer

- GPU-accelerated shimmer loading placeholders for Unity UI. Zero CPU overhead shader-based animation with TextMeshPro support.

### UnityGAS

github.com/irakli/UnityGAS

- A unified framework for implementing ability systems in Unity. Provides a structured toolkit for building and managing complex character abilities and game mechanics with clean architecture.

### Algebras Localization

github.com/irakli/algebras-unity

- AI-powered localization extension for Unity's built-in localization system. Automates translation workflows with batch processing, glossary support, and context-aware AI translations from the Algebras AI platform.

### Gateway

github.com/VatoKo/Gateway

- Simple, elegant Swift networking library for making HTTP requests and parsing responses into native Swift objects using Codable. Features flexible encoding, URL parameters, and customizable dispatch queues.