

NIKA LUKAVA

Full-Stack Engineer - Backend, Cloud & Embedded Systems

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PROFESSIONAL SUMMARY

Full-stack engineer with 6+ years of production experience, focused on backend systems, cloud infrastructure, and microservices. Built and maintained billing systems, payment pipelines, and real-time services in Node.js and TypeScript on AWS, alongside freelance work integrating LLMs (embeddings, RAG) and building embedded IoT devices on ESP32 and STM32. Comfortable owning a project end to end - from AWS infrastructure to the hardware it runs on.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, C, C++, PHP, C#

Backend: Node.js, NestJS, REST APIs, Microservices, WebSockets, Cron Jobs

Frontend: React, Angular, Svelte, Next.js

Cloud & DevOps: AWS, Lambda, DynamoDB, EventBridge, S3, Route53, VPC, Load Balancer, Terraform, Docker

Databases: PostgreSQL, MySQL, MongoDB, DynamoDB

AI / LLM: LLM Integration, Embeddings, Retrieval-Augmented Generation (RAG)

Embedded Systems & IoT: STM32, ESP32, Arduino, Raspberry Pi, IoT, Bluetooth, WiFi

Practices & Testing: OOP, SOLID Principles, Functional Programming, Jest

Other: Unity (C#) Game Development

PROFESSIONAL EXPERIENCE

Software Engineer - Citycom

Tbilisi, Georgia · Jul 2022 - Present

- Rebuilt the company's core business portal on Angular and NestJS, taking ownership of a legacy system, refactoring the codebase, and stabilizing it in production
- Renewed the business portal (2026) and admin panel (2025), both currently deployed to staging with a modernized backend and UI
- Built the backend and REST API for the company's customer-facing mobile app, now live on the App Store
- Built a new admin panel and business portal from scratch as sole full-stack engineer, using Node.js and Svelte
- Optimized the billing system and related microservices, identifying bottlenecks and reducing errors across financial-critical workflows
- Debugged and resolved issues in payment microservice pipelines processing live transactions under production load
- Built a notifications microservice using Node.js, DynamoDB, and AWS EventBridge
- Built an earlier admin panel with React and Node.js on MySQL, deployed on AWS Lambda

Freelance Full-Stack & Embedded Engineer - Independent

Tbilisi, Georgia · Apr 2023 - Present

- Built Damble.io end to end: React frontend, Node.js backend, admin panel, cron-based scheduling, and third-party game provider integrations
- Designed and deployed full AWS infrastructure for Damble.io using Terraform, including VPC, load balancer, Route53, and a deployment pipeline

- Integrated LLMs into client projects using embeddings and retrieval-augmented generation (RAG) pipelines
- Built IoT devices on ESP32, STM32, and Raspberry Pi, including WiFi/Bluetooth smart light switches and a remote-controlled robot car with live video streaming
- Built a 2D mobile game in Unity for a Georgian startup, integrating Google Analytics and custom plugins

Full-Stack Developer - Softgen Group

Tbilisi, Georgia · Jun 2021 - Jun 2022

- Delivered the Unison Insurance platform end to end using React, Laravel, and PostgreSQL
- Designed and built the admin panel for Tbilisi's city parking system using React and NestJS
- Built a real-time chat application from scratch using Node.js and React
- Developed the frontend for the Georgian Railway system using Angular

Frontend Developer - Softgen Group

Tbilisi, Georgia · Jun 2020 - Jun 2021

- Built React frontends for the Voix and Georgian Accreditation Center platforms
- Developed Amovers, a Next.js frontend backed by Laravel and MySQL
- Revamped Softgen's company website using PHP Blade templates

NOTABLE PROJECTS

Damble.io - Production crypto casino platform; built full backend, admin panel, game integrations, and AWS infrastructure via Terraform

Citycom Business Portal & Admin Panel Renewals (2025-2026) - Rebuilt core customer and admin systems, live in staging

LLM & RAG Integrations - Built retrieval-augmented generation pipelines and embedding-based features for client products

Smart Home & IoT Devices - WiFi/Bluetooth light switches and a live-streaming robot car on ESP32, STM32, and Raspberry Pi

Unity Mobile Game - 2D mobile game for a Georgian startup, with analytics integration and custom plugin development

LANGUAGES

Georgian - Native

English - Professional (reading, writing, technical communication)