

# David Kviloria

Batumi, Georgia

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## Summary

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Low-level systems programmer passionate about building custom game engines, tooling, and visualizations from scratch. I design for performance and enjoy making complex things feel simple and hackable. I've shipped indie games solo, built scripting VMs, and love working on creative, technical projects.

## Technical Skills

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**Languages :** C, C++, JavaScript, Typescript, Bash

**Graphics APIs:** OpenGL, WebGL, WebGPU, Vulkan, SDL2

**Tools:** RenderDoc, NVIDIA Nsight, VTune, Visual Studio, Xcode Instruments, Make, CMake, Git

**Platforms:** Node.js, WebAssembly

## Notable Projects

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**Return of the Host:** [store.steampowered.com/app/1847610](https://store.steampowered.com/app/1847610)

**Rogueborne Fury:** [store.steampowered.com/app/2797670](https://store.steampowered.com/app/2797670)

**Chezz, Not Chess:** [davidkviloria.itch.io/chezz-not-chess](https://davidkviloria.itch.io/chezz-not-chess)

**Portfolio Projects:** [davidkviloria.xyz/](https://davidkviloria.xyz/) [portfolio/](#)

## Experience

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### Skystar Games Interactive (Indie Label)

**Batumi, Georgia**

*Founder & Technical Developer*

*2020 – Present*

Designed and shipped two commercial indie games (\*Return of The Host\*, \*Rogueborne Fury\*), including custom 2D/3D engines and tooling. Developed an in-house scripting language with a custom VM and x86-64 backend. Integrated features like voxel terrain, PhysX, PBR, and data-driven entity systems. All built solo or in a small team context.

Technologies: C/C++, OpenGL, PhysX, custom ECS, SDL2, custom VM

### Autobrain Technologies

**Hybrid - Tel Aviv, Israel**

*Sr. Software Programmer, Graphics & Tooling*

*Nov 2022 – Jun 2024*

Designed and built a 2D/3D visualization system for full self-driving (FSD) field tests. Developed a lightweight graphics engine with instanced rendering, frustum culling, and raycast picking. Maintained consistent 60 FPS under live sensor data.

Technologies: C++, TypeScript, OpenGL, WebGL, SDL2, WebAssembly, WebSockets

*Featured in public demo:* Autobrain Smart Camera Software – Rainy Highway Drive

### Techery

**Remote - USA and Ukraine**

*Sr. Software Engineer*

*Mar 2021 – Nov 2022*

Worked on large-scale e-commerce infrastructure. Maintained microservices and front-end systems, integrated external APIs, and contributed to onboarding and tooling.

Technologies: TypeScript, Node.js

### Martini Werbeagentur GmbH

**Hybrid - Stuttgart, Germany**

*Software Programmer*

*Sep 2018 – Nov 2020*

Developed a web-based design tool with an integrated WebGL-based image editor, similar to Canva.

Technologies: TypeScript, WebGL, Node.js

### NesoLab

**On-Site - Tbilisi, Georgia**

*Software Engineer*

*Sep 2017 – Dec 2018*

Designed/Implemented CRM and its features for real-time use cases. Implemented full-stack infrastructure and monitoring tools.

Technologies: Node.js, Javascript, WebSockets, ReactJS

## Education

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### Georgian-American University (GAU)

*B.Sc. in Computer and Information Sciences*

*2016 – 2020*