

Tornike Kalandadze

Senior Frontend Engineer

Product UI · Design systems · Performance · Meaningful motion

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2019→

CLIENT DELIVERY

37

PUBLIC REPOSITORIES

6

PORTFOLIO INTERFACE SYSTEMS

01 PROFILE

Frontend engineer delivering client work since 2019 and leading product delivery at AI Academy. I turn ambiguous product ideas into responsive, accessible interface systems—React and Next.js architecture, precise interaction states, purposeful motion, and maintainable component contracts. My portfolio is itself a live frontend specimen: one dataset rendered through six genuinely different interfaces.

02 EXPERIENCE

Lead Developer & Partner

AI Academy

Apr 2026–Present

Launched product · four-person team · Tbilisi / remote

- Lead architecture, delivery, code review, deployment, and product decisions for a Georgian-first AI learning platform built with Next.js 16, React 19, TypeScript, and Supabase.
- Designed the bilingual storefront, lesson player, adaptive learning controls, student profile, guardian share views, and a server-gated admin product as one responsive interface system.
- Took the platform through public launch; the team is now beginning its advertising rollout.

Freelance Software Engineer

Independent client work

2019–Present

Worldwide remote

- Deliver responsive product interfaces and company websites from discovery through deployment, including Mia, Parkingio, Tokano, SoftAcademy, Kinematics, and Carbada.
- Translate product and brand requirements into typed component systems, mobile-first flows, purposeful motion, and maintainable handoff-ready code.

Lead Engineer & Product Partner

Shansi

Jun 2026–Present

Publicly launched · banking approval pending

- Built nearly the entire bilingual cashback product: consumer experience, five games, persistent village mode, merchant portal, and operator dashboard.
- Created the motion-rich interface layer with Next.js, React Three Fiber, Remotion, and Tailwind while keeping the core journeys mobile-first.

04 OPERATING STRENGTHS

- Own the interface from product idea to production deployment.
- Balance visual ambition with accessibility, responsive behavior, and reduced-motion paths.
- Build design systems and typed primitives instead of one-off screens.

05 TECHNICAL SKILLS

CORE

React 18/19 · Next.js 14–16 · TypeScript · JavaScript · HTML · CSS

INTERFACE

Tailwind CSS · Radix UI · shadcn/ui · Responsive UI · Accessibility · Design systems

MOTION & GRAPHICS

Framer Motion · Canvas 2D · Skia · React Three Fiber · Remotion

QUALITY

Playwright · Vitest · Performance profiling · Reduced motion · SEO

06 EDUCATION & CREDENTIALS

IT STEP ACADEMY · 2016–2018

Software-development studies with course certificates in PHP, HTML/CSS, JavaScript, databases, and C#.

07 LANGUAGES

Georgian — native · English — C1 · Russian — B1/B2

03 SELECTED ENGINEERING WORK

Aso

Independent frontend study

github.com/stariik/as0

Interactive essay on 1,600 years of Georgian script, with real letterforms morphing as 3,000-particle point clouds.

- Canvas 2D renders at ~7.4 ms/frame with about 55% headroom; Hilbert-rank matching keeps transitions spatially coherent.
- Build-time font verification covers all 33 letters; reduced-motion, semantic language tags, and 360 px layouts are first-class.

TypeScript · Canvas 2D · fontkit · Vite

This Portfolio

Independent product

github.com/stariik/portfolio

One Next.js/Supabase system that re-renders the same project data as six distinct, interactive role lenses.

- Includes a live CSS inspector, two-device Realtime handoff, accessible lens dial, generated OG images, and an owner admin panel.
- Uses semantic controls, visible keyboard focus, and reduced-motion fallbacks throughout.

Next.js 16 · React 19 · TypeScript · Framer Motion