**NAHOM ATNAFU**

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**WORK EXPERIENCE**

**IT Solutions** Mankato, MN

Visual Content Producer June 2022 – Present

* Produced over 70 social media, marketing, and instructional videos for diverse clients like Mayo Clinic, Rockstar Energy and Minnesota State University’s Administration.
* Mastered a variety of Adobe cloud software such as Premiere Pro, After Effects and Photoshop to createengaging content and brand awareness.
* Collaborated creatively with a team of professionals to design and create content from concept to completion.
* Secured first place at the 2023 Acuho-i Marketing Awards for best marketing video among all colleges in Minnesota by creating a compelling storytelling.

Mankato, MN

**Walmart Asset Protection Investigator** Jun 2023 – Nov 2023

* Led a team of team leads to enhance store security and create a smooth customer experience.
* Partnered with Mankato PD officers on over 100 investigations, contributing to successful apprehension by providing footage evidence and writing case reports that help these officers in court cases.
* Sharpened my problem-solving skills by tackling diverse security issues ranging from internal theft to external thefts, honing my analytical and decision-making skills.
* Identified and apprehended multiple shoplifting rings in Walmart stores all over the US totaling over $300,000 in stolen merchandise through meticulous investigation and collaboration with a group of skilled teams of investigators.

**PROJECTS**

* **Intuilize (AI Powered Price and Optimization using Machine Learning)**
* **Customer and Product Segmentation:** In collaboration with a team of CS students, developed algorithms to segment customers and products into distinct groups based on shared characteristics. This enabled the company to tailor pricing strategies and inventory management for different customer segments.
* **Machine Learning for Customer Classification:** evaluated various machine learning models to identify one with the highest accuracy in predicting customer behavior and classifying them into hierarchical levels.
* **Tooter (a mini version of Twitter)**
* Created a simple real time messaging platform that resembled Twitter in my Introduction to Programming class.
* **League of Assassins**
* Collaborated with classmates to build a 2D fighting game using C# and Unity
* **Snake Game**
* Created a classic snake game in Python using Pygame, including obstacle generation, score tracking and different difficulty levels.

**EDUCATION**

**Minnesota State University, Mankato**

*Bachelor of Computer Science | Minor in Mathematics and Film Studies,* **GPA:** 4.0 August 2022 – Present

**Awards:** Acuho-i Marketing Awards

**Relevant Coursework:** Data Structures and Algorithms, Operating Systems,

Software Engineering and Parallel Computing (On going)

**TECHNICAL SKILLS**

* *Programming Languages:* Python, C#, HTML, CSS
* *Software: Visual Studio, GitHub, Sci-Kit learn, Unity*
* *Operating Systems: Windows, MacOS, Linux*
* *Communication Languages: English, Amharic, Arabic*