

Asser Girma

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Profile

Dedicated and motivated Year 12 student seeking opportunities in the software development sector. Aiming to apply and expand my understanding of game development and 3D modelling.

Education

Kensington Aldridge Academy

2020 - Present

GCSEs: Maths (9), English (6-7), Science (9-8-7), Computer Science (9), Music (6), Geography (6), German (8)

A-Levels (*Currently Studying*): Maths, Further Maths, Computer Science and Physics

Skills and Interests

Software Development

- Learned how to use the Godot engine, navigate the interface and learn its language GDscript
- Created 3D models on Blender, developing technical skills such as rendering
- Understanding the basics of OOP (Object Oriented Programming)

Programming Languages:

- GDscript (*intermediate*)
- C++ / C (*beginner*)
- Javascript (*beginner*)

Codecademy Certificates:

- Learn C
- Learn Javascript

Music:

- Achieved Grade 3 (Rockschool) in Drum Kit
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Projects

- **Game Development** (*Personal Project*)
 - Created a 2D platformer on the Godot engine
 - Implemented player input, collision detection and animation
 - Developed a tilemap for optimised level design
 - Gained problem solving skills and improved knowledge of the Godot engine

Soft Skills

- Teamwork
- Time management
- Problem solving
- Quick learner
- Attention to detail