

# Asser Girma

Email: assergirma07@gmail.com

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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.

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## Education

### **Kensington Aldridge Academy**

**2020 - Present**

GCSEs: Maths, English, Science, Computer Science, Music, Geography, German

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

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## 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
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## Soft Skills

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