Amanuel Ayezabu

Developer

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SUMMARY

Hello there! My name is Amanuel and I enjoy problem-solving and creating software products that are visually appealing, accessible, and user-friendly. My interest in web development first grew back in 2018 when I decided to learn HTML & CSS so I could learn to build a personal website. Since then, I have obtained my degree in information technology, and I have also had the privilege of doing an internship as a front-end developer.

EXPERIENCE

Veho, Vantaa - *Mobile Developer*

10/2020- 12/2020
https://github.com/amanuela97/veho2

Description:

As part of the development team, I helped build an electric vehicle charger management solution. Veho was the company that commissioned this project. The company needed a way to manage the charging queue of electric/hybrid vehicles at the workplace, and our goal was to create a software that helped resolve that issue.

My responsibilities for this project was to:
- Create a demo and facilitate user testing
- Organize daily meetings
- Build key features for the application

Some of my achievements include:
- Creating a profile screen
- Connecting the application to the electric vehicle API.
- Utilizing git for version management
- Implement the user interface that allows users to register new vehicles
- Integrating Firebase with the application

WeDance - *Frontend Developer*

04/2021- 06/2022
https://github.com/we-dance/platform

Description:

A platform to support and spread dancing around the world by enabling collaboration and helping make dance accessible to everyone.

My role at the company included:
- Engineer in Agile Team of Product Domain,
- Scrum Master in Agile Team of Product Domain,
- Tech Expert in Design Sprints for new initiatives.

Some of the key responsibilities i had at the company include:
- Creating new issues
- Fixing existing bugs
- Organizing/facilitating Scrum meetings
- Utilizing git for version management
- Using GitHub for creating and reviewing pull requests
- Adding internationalization
- Localization with Crowdin

The platform is live and available and has achieved its goal of enabling dancers to form communities and organize events. It is currently on version 3.
https://wedance.vip/

WeHelp - *Frontend Developer*

06/2022- 07/2023
https://github.com/wehelplive

Description:

A platform to help to solve complex problems in the Ukrainian refugee crisis in the EU.

My responsibilities for this project was to:
- Creating features for the website
- Assisting in design implementation
- Database management

- Reviewing pull requests

Some of my achievements include:

- Setting up a spreadsheet database using airtable
- Creating the UI for the hero and FAQ section
- Creating and deploying a handbook for the website on cloudflare (https://github.com/amanuela97/wehelp-handbook)
- Working alongside the design team on the prototype (for example, designing loading spinner)

The outcome of the project was a website that helped connect refugees with volunteers for assistance such as donations or housing accommodation.

SKILLS

- JavaScript, TypeScript
- Swift
- HTML5, CSS, Sass
- React, React Native, Next js, Vue Js, Nuxt Js
- Android Studio, Xcode, VSCode
- Node.js, GraphQl, Express
- Spring Boot
- MySQL, NoSQL
- Github/Git
- Docker
- Crowdin
- Cypress
- Figma
- Tailwind
- Redux

EDUCATION

Metropolia University of Applied Sciences- *Helsinki | Associate of Science* 2018-2022

LANGUAGE

- Amharic (native)
- English (fluent)
- Finnish (intermediate)

Personal Projects and Info

- [projects](#) (Personal Projects)
- [linkedin](#)
- [website](#) (Personal Website)