Begonet Debebe

Software Engineer
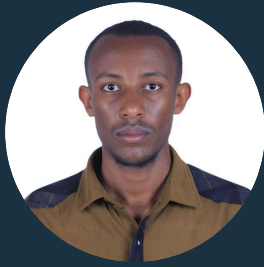
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👤 PROFILE

I am Begonet Debebe, a dedicated 3rd-year Computer Science and Engineering student at Adama Science and Technology University. With a passion for exploring data, solving complex problems, and building impactful software, I am eager to contribute my skills to innovative projects. Driven by a deep interest in technology's potential, I am committed to learning from experts and actively participating in the development of meaningful solutions.

🧠 SKILLS

Programming Languages
Python,C++,Java,HTML,CSS,JavaScript
Frameworks / Libraries — React.js, Django
Databases — MySQL
Version Control — Git, Github

Soft Skills:
Analytical Thinking, Problem Solving, Team Collaboration, Communication

Technical Skills:
Data Structures, OpenGL Graphics, Java Servlets

🎓 EDUCATION

Bachelor of Science, Computer Science and Engineering
Adama Science and Technology University
2023 – 2027 | Adama, Ethiopia

Relevant Coursework: Python, Design and Analysis of Algorithms, Database Management System, Object Oriented Programming (OOP), Data Structures, C++, Computer Graphics.
Enhanced problem-solving, algorithms, and software engineering skills through intensive coding challenges on platforms such as **LeetCode** and **Codeforces**.

📁 PROJECTS

Weather App – Full-Stack Project

Built a full-stack weather application with a user-friendly frontend (HTML, CSS, JavaScript) and a robust backend (Node.js, Express.js, MySQL).
Integrated OpenWeatherMap API to fetch real-time weather data and provided a 5-day forecast.
Implemented user authentication using MySQL for secure access and added features like weather icons and a dark mode toggle for an enhanced user experience.
Outcome:
- Developed a scalable and responsive web app with an interactive UI.
- Strengthened backend development skills using Node.js, Express.js, and MySQL.
- Successfully implemented user authentication and database management for personalized weather data.
- Gained hands-on experience in API integration and secure web development.

C++ OpenGL Graphics Project
Developed a graphics application using C++ and OpenGL, implementing 3D rendering, transformations, shading, and interactive controls. Demonstrated proficiency in computer graphics, rendering pipelines, and real-time visualization.

JAVA SERVLET WEB APPLICATION
Developed a dynamic web application using Java Servlets, JSP, and MySQL, implementing user authentication, session management, and database integration. Deployed on Apache Tomcat following the MVC architecture.