

Ezana Gebru

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EDUCATION

Georgia State University

B.S Computer Science

Relevant Courses: Data Structures, Statistics, Linear Algebra, Computer Org, Systems Level

May 2025

Atlanta, GA

EXPERIENCE

Signify

June. 2024 – August 2024

Adv. Software Developer Intern

Atlanta, GA

- Developed filtering system for fixture models using Angular, connecting the backend(where the fixtures models are store) to the front end
- Collaborated with cross-functional teams to enhance UI/UX design, improving overall usability by 30%.
- Integrated an email-sharing feature, allowing users to share filtered results, leading to improved team collaboration easily.

MMWilliamson

May. 2020 – May 2024

Project Manager Intern

Norcross, GA

- Managed key phases of mobile app development lifecycle including planning, design, development, testing, and release for company's employee portal app
- Developed project plans and schedules using methodologies like Agile and Waterfall to coordinate cross-functional IT teams of 8-10 members
- Tracked and monitored progress using Jira project management tool to ensure on-time delivery according to scope, budget and quality metrics

AI International

May. 2022 – Feb 2024

Software Engineer Intern

Bayonne, NJ

- Honed advanced ladder logic programming and PLC code development skills during a dynamic 3-month internship at a UPS Facility.
- Gained proficiency in RSLogix and other Rockwell Automation software to program in a 20 Million Dollar project for UPS
- Developed valued experience in formal ladder logic programming as well as practical real-world integration and debugging skills

PROJECTS

Full Stack Stock Trading App (React Native,Type Script,Node.js)

- Developed a full stack simulated stock trading app with React Native utilizing IEX Cloud REST APIs to pull real-time stock data.
- Architected a responsive TypeScript/Node.js backend to facilitate real-time virtual trades and dynamic profit/loss tracking.
- Implemented MVC architecture and event-driven programming enabling seamless UI updates to user inputs.

Tetris Game | Java

- Developed a fully functional, object-oriented Tetris game using JavaFX for the graphical interface.
- Implemented robust game logic including piece movement, rotation, clearing lines, scoring and game conditions.
- Designed and programmed components with reusability and extensibility in mind by establishing abstract classes.

SKILLS

Programming Languages: Angular, Java, Javascript, HTML/CSS, Python, C, C++, Ladder logic,

Frameworks & Databases: SwiftUI, Node.js, React, Azure, Postman

Other Technologies: VS Code, Git, Github, Eclipse, Xcode

