



Gudeta Gebremariam

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Education

- 9.2012–9.2016 B. Eng. in Information Technology
Software Engineering Specialization
Helsinki Metropolia University of Applied Sciences
- 10.2004–7.2008 B. Sc. in Architecture
Arba Minch University

Experience

- 9.2014–3.2015 Web developer, Metropolia UAS
Developing e-health application for elementary school students
My role was to develop front-end application mainly in JavaScript and JQuery
- 11.2013–3.2014 Research Assistant, Metropolia UAS
Drupal based web development, programming and graphic design tasks
I was responsible in front-end and back-end development which was done in PHP and JavaScript
- 5–8.2013 Game Artist Trainee, Metropolia UAS
Cluster game project, developing games with Unity 3D
My task mainly included creating game asset graphics, however I had a chance to understand the development process and how my graphics interacted with the code which was done in C#

Technical skills

- Web technologies HTML, CSS, JavaScript/JQuery, PHP
Programming Python, C, Java, C#, Linux shell
Database MySQL
Graphics and CAD Photoshop, AutoCAD, ArchiCAD, SketchUp

Languages

- Fluent English
Basic Finnish
Native Amharic, Oromo

Other Activities

- 1.2016 Game artist at Global game jam 2015, FGJ Helsinki Arabia