



Gudeta Gebremariam

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<http://gudetag.com>

Education

9.2012–9.2016	B. Eng. in Information Technology CGPA 4.1/5 Software Engineering Specialization: courses including software design, information security, embedded systems and game programming Helsinki Metropolia University of Applied Sciences
10.2004–7.2008	B. Sc. in Architecture CGPA 3.5/4 Arba Minch University, Ethiopia

Experience

9.2016–present	Freelancer, Working on web development projects
9.2014–3.2015	Web developer , Metropolia UAS (part-time 20hrs/week) 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 (part-time 15hrs/week) Drupal based web development, programming and graphic design tasks As part of a team, 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 (full-time, summer job) EU-sponsored cluster game project, developing games with Unity 3D My task was mainly creating game graphics, I had also a chance to observe the development process and how the graphics was used in unity with C#
9.2010–7.2012	Architect , Bekele Muleta Consultancy Service (full-time) Architectural design and documentation (worked on the design of residential and mixed use commercial projects and created 3D visualizations of various projects.)
1.2009–8.2010	Junior Architect , Construction Design S.Co (full-time) Architectural design and Documentation

Technical skills

Web technologies	HTML, CSS, JavaScript/JQuery (Proficient) PHP, React (Good)
Programming	Python, C, Java (Mainly student projects), Linux shell
Database	MySQL
Graphics and CAD	Photoshop, AutoCAD, SketchUp (Highly Proficient) Unity3D (Basics)

Languages

Proficient	English (C1)
Basic	Finnish (A2)
Native	Amharic, Oromo

Other Activities

1.2015	Game artist at Global game jam 2015, FGJ Helsinki Arabia
11.2016	Programming tasks at Quantum game jam 2016, Otaniemi, Espoo