

# Gudeta Gebremariam

Avaruuskatu 4 A 1, 02210, Espoo  
+358 451872505  
gudbog@gmail.com  
www.gudetag.com

## 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 and Urban Planning  
Arba Minch University

## Experience

- 9.2014–3.2015 Web developer, Metropolia UAS  
Developing e-health application for elementary school students
- 11.2013–3.2014 Research Assistant, Metropolia UAS  
Drupal based web development, programming and graphic design tasks
- 5–8.2013 Game Artist Trainee, Metropolia UAS  
Cluster game project, developing games with Unity 3D
- 9.2010–7.2012 Architect, Bekele Muleta Consultancy Service  
Architectural design, Design Documentation
- 1.2009–8.2010 Junior Architect, Construction Design S.Co  
Architectural design, Design Documentation
- 9–12.2008 Junior Urban planner, Oromia Urban Planning Institute  
Structural planning of small towns

## Technical skills

- Web technologies HTML, CSS, JavaScript/JQuery, PHP  
Programming Python, C, Java, Linux shell  
Database MySQL  
Graphics and CAD Photoshop, Inkscape, AutoCAD, ArchiCAD, SketchUp, 3Ds Max, Unity3D

## Languages

- Fluent English  
Basic Finnish  
Native Amharic, Oromo

## Other Activities

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