Gudeta Gebremariam

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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 skills1

	Basic	Good	Proficient
Web technologies	React	PHP	HTML, CSS, JavaScript/JQuery
Programming	Java, C#	C	Python, Linux shell
Database	MongoDB	MySQL	
Graphics and CAD	Unity3D	Photoshop, 3Ds Max	SketchUp, AutoCAD, ArchiCAD

Languages

Proficient	English (C1)
Basic	Finnish (A2) - currently studying on Saturdays
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