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, SketchUp, Unity3D

Languages

Fluent	English
Basic	Finnish
Native	Amharic, Oromo

Other Activities

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