

# 1 Web Engineering Experience

## 1.1 Recent Skill Acquisition

In the past year, I mastered Tailwind CSS for its ease of use and industry relevance. Its utility-first approach simplifies styling, enabling rapid creation of attractive, responsive designs. I was motivated by its growing adoption for crafting user-friendly interfaces and its ability to streamline development. In the Great Designs e-commerce project (Jan 2025 - Feb 2025), Tailwind CSS reduced styling time compared to traditional CSS, resulting in visually appealing UI/UX, animated sections, and faster iterations, enhancing team efficiency and client satisfaction.

## 1.2 Web Programming Experience

My web development expertise includes HTML, CSS, JavaScript, React, and Python. I've used JavaScript and React extensively in projects like Ayzon Foundation, Emun Community, and Great Designs, building dynamic front-end interfaces. For CSS, I've leveraged Bootstrap and Tailwind CSS, as seen in LiqLearns (Sep 2024 - Dec 2024), to create responsive layouts. Python with Django powers my back-end work, such as in LiqLearns, where I implemented scalable data management. I've explored TypeScript briefly while learning React, and my strong JavaScript foundation enables quick adaptation to TypeScript as needed.

## 1.3 Large Systems Development

I developed LiqLearns, my first large-scale system, integrating a Bootstrap front end, Django back end, and MySQL database via REST APIs. A key challenge was designing a clear architecture to handle learning management features, which I addressed by modularizing components for scalability. I ensured maintainability through clean, documented code and reliability via robust error handling. Currently, I'm working on a hotel management system using React and Django, further refining my skills in managing complex integrations. Key considerations include:

- **Architecture:** Modular designs for scalability and clear separation of concerns.
- **Maintainability:** Consistent code structure and documentation for team collaboration.
- **Reliability:** Error handling and testing to ensure system stability.

# 2 Software Engineering Experience

## 2.1 Software Projects

My projects span various technologies:

- **Operating Systems:** Primarily Windows for development, with Ubuntu experience in a virtual machine for shell programming (Operating Systems course). I'm comfortable adapting to Linux-based environments as needed.
- **Languages/Frameworks:** Python (Django), JavaScript (React), Dart (Flutter), HTML, CSS (Bootstrap, Tailwind).

- **Databases:** MySQL, Firebase; optimized queries in LiqLearns.
- **Web Apps:** LiqLearns (e-learning), Great Designs (e-commerce), Novagebeya.com (e-commerce).
- **Mobile:** CarGuard (Flutter-based car anti-theft app).
- **Games:** Ethiopian cultural game (2024), using agile development.

## 2.2 Open-Source Development

Im passionate about open-source software for its collaborative innovation. While I havent directly contributed to open-source projects, Ive studied frameworks like Django and React, applying their best practices to my projects. Im eager to contribute to Canonicals open-source ecosystem, leveraging my skills in clean code and documentation to support community-driven development.

## 2.3 Proudest Success

My proudest achievement is LiqLearns, a large-scale e-learning platform for teaching Amharic to children. I overcame challenges in architecting a scalable system to meet client requirements for dynamic content management. Leading full-stack development with Django, Bootstrap, and MySQL, I delivered an engaging, user-friendly platform, earning positive client feedback for its impact on education.

## 2.4 Software Quality

Quality is driven by:

- **Testing:** Unit and integration testing, as in the Ethiopian game project, to ensure functionality.
- **Agile Practices:** Iterative development with feedback loops, used in CarGuard and game projects.
- **Code Standards:** Consistent formatting and documentation for maintainability.

These practices improved reliability and team collaboration across my projects.

# 3 Education

## 3.1 High School Performance

In high school, I excelled in mathematics, physical sciences, and computing, with mathematics being my favorite due to its problem-solving nature. I consistently performed at a high level across these subjects, preparing me for engineering studies.

### **3.2 Leadership Roles**

While I didn't hold formal leadership titles, I demonstrated leadership through team projects, such as coordinating tasks in the Car Import Management System and Ethiopian game projects, fostering collaboration and driving progress.

### **3.3 University Choice**

I chose Addis Ababa University, Ethiopia's top institution, for its strong engineering programs. Although software engineering was my first choice, I thrived in Electrical and Computer Engineering, teaching myself programming to align with my career goal of becoming a skilled developer.

### **3.4 University Achievements**

I'm on track to graduate in June 2025 with a strong academic record. My standout achievement is CarGuard, a Flutter-based mobile app and embedded system for car security, featuring real-time tracking and access control, showcasing my ability to deliver innovative solutions.

## **4 Context**

### **4.1 Canonicals Mission**

Canonicals focus on enterprise solutions and open-source innovation, particularly through Ubuntu, excites me for its global impact and accessibility. I'm drawn to contributing to tools that empower developers worldwide. However, I'm curious about how Canonical balances commercial interests with open-source community goals, as this could pose challenges in resource allocation. [Pending your input on specific concerns, I can refine this further.]

### **4.2 Desired Change**

I would propose Canonical expand outreach to emerging markets like Ethiopia, fostering local developer communities through workshops and open-source initiatives. This could drive adoption and cultivate diverse talent, aligning with Canonicals global mission.

### **4.3 Excitement for the Role**

The Web Developer role at Canonical excites me for its focus on open-source projects with global reach. Contributing to tools used by developers and organizations worldwide aligns with my goal of becoming a technically proficient, community-driven developer. Canonicals commitment to engineering excellence and remote collaboration offers an ideal environment to grow and make a meaningful impact.