

KIDUS MESFIN MEKURIA

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EDUCATION

HiLCoE – School Of Computer Science & Technology

Ethiopia

BSc CS *GPA: 3.62*

01/06/2021 - 13/12/2025

- During my tenure at HiLCoE, I completed a diverse range of courses in Computer Science, including Data Structures and Algorithms, Database Systems, Web Development, Windows Programming, Compiler Design, Network Administration, Operating Systems, Data Mining, Database Management, and Mobile Applications, providing a solid foundation in various aspects of the field.

WORK EXPERIENCE

MMYC Tech

Software Engineer

Addis Ababa, Ethiopia

06/11/2024 - 05/03/2025

- Developed a robust backend for a Shuttle Service Management web application at MMCY Tech, leveraging Node.js, Express, and TypeScript to build scalable and efficient server-side functionalities. Integrated Python to optimize shuttle assignments using geographical coordinate data, ensuring precise and streamlined operations. Supported frontend development with React, and Tailwind CSS to deliver a seamless user experience.

SKILLS

Programming Languages: Python, Javascript/Typescript, .NET Core, C#, C, Zig

Tools: Git, Docker

PROJECTS

Static Site Generator *Python, Git*

<https://github.com/kidusm001/cross-ssg>

Crafted cross-ssg, a Python-based static site generator that seamlessly transforms Markdown content into visually appealing HTML pages using a customized template, ensuring a cohesive design across the site. Integrated with Git for version control and collaboration.

BookWorm (Ebook Store) *ASP .NET Core MVC, SQL, HTML/CSS, JavaScript*

<https://github.com/kidusm001/book-worm>

Crafted BookWorm (Ebook Store) utilizing ASP .NET Core MVC, showcasing expertise in full-stack web development, database integration, and user authentication while implementing e-commerce functionalities such as product listing, shopping cart, checkout, and user role management.

Astroids *Pygame*

<https://github.com/kidusm001/astroids>

Crafted Astroids, a modern rendition of the classic game built with Pygame, featuring interactive gameplay and engaging visual effects.

Maze *Python, tkinter, Git*

<https://github.com/kidusm001/maze>

Crafted a Python maze generator and solver leveraging the Tkinter library for graphical rendering.

Implemented Depth First Search algorithm for efficient pathfinding to showcase a visually engaging solution in real-time.

Anime Recommendation Engine *Python, scikit-learn, Pandas, NumPy*

<https://github.com/kidusm001/data-mining-stuff>

Crafted an Anime Recommendation Engine using machine learning techniques to provide personalized anime suggestions through data collection, preprocessing, and algorithm implementation.