

Betelhem Misgan

Intern Software Engineer

SUMMARY

Software engineer with hands-on experience in both mobile and web development, focusing largely on Flutter, proficient in state management and wireframing with tools like Figma. Demonstrated skill in collaborating within agile environments to deliver intuitive user interfaces and production-ready features. Strong foundation in software engineering principles, evident from contributing to real-world projects such as a fully functional food delivery app and a pharmacy management system. Technical expertise encompasses a range of technologies including Python, Dart, JavaScript, REST API, Firebase, and Git, solidified by a rigorous education with a BSc in Software Engineering in progress. Adept in adopting software development practices that prioritize clean, responsive UI design and robust feature integration.

TECHNICAL SKILLS

Main Technical Skills	Dart, Python, JavaScript, Figma
Programming Languages	Dart, JavaScript, Python
Methodologies, Paradigms and Patterns	Agile
UI/UX/Wireframing	Figma, UI/UX Design
Operating Systems	FreeBSD
SDK / API and Integrations	Google Maps API, RESTful API
Third Party Tools / IDEs / SDK / Services	Microsoft Visual Studio Code
iOS Libraries and Tools	Packet Tunnel Provider

WORK EXPERIENCE

Flutter Intern, Pharmacy Sales and Stock Management

Duration: Feb 2024 – June 2024

Summary: Developed pharmacy sales and stock management features using Flutter during an internship

Responsibilities: Developing pharmacy sales and stock management features, implementing Provider for state management, designing screens in Figma, delivering functional and tested components, participating in field visits for product feedback

Technologies: Flutter, Provider, Figma

Software Engineer, Food Delivery App

Duration: Completed

Summary: Designed and developed a full mobile food delivery app using Flutter, focusing on functionalities such as user login, restaurant listing, menu browsing, and order placement

Responsibilities: Full mobile app development, user login implementation, restaurant listing and menu browsing, order placement feature, integrating Firebase for authentication and Firestore for real-time data, building a responsive UI

Technologies: Flutter, Firebase, Provider, Google Maps

Software Engineer, Jimma Tourism App

Duration: Final Year Project

Summary: Created an app to promote tourism in Jimma, featuring location-based services to showcase sites, descriptions, photos, visitor information, and user-friendly navigation

Responsibilities: App development to showcase tourism sites in Jimma with map integration, descriptions, photos and visitor information, designing user-friendly navigation

Technologies: Flutter, Google Maps API, Firebase

EDUCATION

- **Bsc of Software Engineering**
- 2021-2025

