

MOSSA ESLIMAN MUHAMED

Computer Science Student · AI-Powered Full-Stack Developer in Training

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Portfolio: <http://mussainfo.netlify.app/>

I am a third-year Computer Science student at Woldia University, currently also enrolled in Evangadi Tech's intensive AI-powered Full-Stack program where I am actively learning JavaScript, React.js, Node.js, and Express. I am honest that I am still a learner — but I am driven, I build real things, and I want to grow inside a professional team. My goal is to absorb your engineering workflows, contribute where I can, and become a better developer under your senior engineers

EDUCATION

B.Sc. in Computer Science (3rd Year)

Woldia University, School of Computing | Woldia, Ethiopia

- ▶ Currently in Year 3 of 4 — full-time regular degree program
- ▶ Relevant coursework: Programming I & II, Data Structures & Algorithms, OOP, Web Programming, Database Systems, Software Engineering, Operating Systems
- ▶ Class projects include web systems, algorithm exercises, and C++ programming assignments

AI-Powered Full-Stack Web Development Training

Evangadi Tech | Intensive Immersive Program

- ▶ Currently learning: JavaScript (ES6+), React.js, Node.js, Express.js, REST APIs, Git workflows
- ▶ Program focus: building production-style full-stack applications with modern JS ecosystem
- ▶ This is active learning — I am still growing in React and Node, not yet an expert

High School Diploma (Preparatory)

Tagel Preparatory School, Ethiopia

TECHNICAL SKILLS

Solid (I build with these now):

Frontend:	HTML5, CSS3, Bootstrap, Responsive Design, Flexbox / CSS Grid, Media Queries
Backend:	PHP, MySQL, SQL queries, Relational Database Design, Session Auth
Programming:	C++, Java, Object-Oriented Programming (OOP), Data Structures
Tools:	Git, GitHub, VS Code, XAMPP

Currently Learning (via Evangadi Tech — in progress):

JavaScript:	ES6+, DOM manipulation, async/await — learning actively
React.js:	Components, hooks, state management — in training
Node.js / Express:	Server-side JS, REST API basics — in training

PROJECT

Student Clearance System Portal

Full-Stack · PHP · MySQL · HTML · CSS · JavaScript · Class Project (University)

- ▶ Built a multi-role web portal to replace a manual paper-based institutional clearance process
- ▶ Three user roles with separate dashboards: Students, Academic Advisors, and Department Heads — each with different permissions and views
- ▶ MySQL relational database with login/session authentication, data validation, and structured queries
- ▶ This is a class project — it works and solves a real problem, but it is not deployed to a live server yet
- ▶ Code: github.com/mussa-esliman

Personal Portfolio Website

Frontend · HTML5 · CSS3 · JavaScript · Bootstrap

- ▶ Designed and built my personal portfolio from scratch — fully responsive across all screen sizes
- ▶ Side navigation, animated sections, project showcase, contact form with PHP backend
- ▶ This is a live website — I built every section of it myself
- ▶ Live Site: <http://mussainfo.netlify.app/>
- ▶ Code: github.com/mussa-esliman

Responsive Apple Website Clone

Frontend · HTML5 · CSS3 · Bootstrap · Responsive Design Practice

- ▶ Recreated the Apple website layout as a detailed frontend exercise — practiced pixel-accurate CSS, media queries, and Bootstrap grid
- ▶ Not a copied template — built from scratch by studying the original layout and re-implementing it
- ▶ Live Demo: mussa-esliman.github.io/Responsive--Apple--Website/

Puppy Lovers Responsive Page

Frontend · HTML · CSS · Bootstrap

- ▶ Fully responsive multi-section web page — demonstrates Bootstrap grid, mobile-first design, and CSS styling
- ▶ Live Demo: mussa-esliman.github.io/puppylover/

Flappy Bird Clone (C++ Graphics)

Graphics Programming · C++ · graphics.h · Independent Project

- ▶ Programmed a working Flappy Bird game in C++ using graphics.h — pipe obstacles, collision detection, gravity simulation, and score tracking
- ▶ Not perfect, but it works and plays like the original — built to learn OOP, game loops, and low-level rendering
- ▶ Also built sorting algorithm visualizers and other interactive logic games in C++ for learning purposes

WHAT I AM CURRENTLY LEARNING

I am honest: I am not yet a finished developer. Through Evangadi Tech's 6-month program (2026), I am actively working through JavaScript, React.js, Node.js, and Express. I learn fast, I put in the hours, and I build things even while I am learning. Each project above was built by me — no templates, no copy-paste. I want to bring that same energy, dedication, and growth mindset to your software engineering team.

OTHER WORK EXPERIENCE

Ceiling & Cornice Installation Technician

Self-Employed | Physical Labor During University Breaks

- ▶ Took seasonal manual labor work to support my studies — this is not tech work, but it taught me discipline, precision, and meeting deadlines under pressure
- ▶ I mention it for honesty: I have no formal tech work experience yet, which is exactly why I need this internship

LANGUAGES

Amharic:	Native language — full fluency
English:	Working proficiency — I read, write, and communicate in English. Not perfect but improving every day

ONLINE PROFILES & PORTFOLIO

- ▶ GitHub: github.com/mussa-esliman
- ▶ LinkedIn: [linkedin.com/in/mussainfo](https://www.linkedin.com/in/mussainfo)
- ▶ Portfolio: <https://mussainfo.netlify.app/>
- ▶ Apple Clone (Live): mussa-esliman.github.io/Responsive--Apple--Website-/
- ▶ Puppy Lovers (Live): mussa-esliman.github.io/puppylover/