Philopater Askander

Philopateraskander@gmail.com | (603)-438-2431 | Nashua, NH | http://www.linkedin.com/in/PhilopaterAskander

Education

Master's Degree of Computer Science | Northeastern University — Obtained in 2025

Bachelor's Degree of Computer Science with Minor in Mathematics | University of Massachusetts — Obtained in 2023

Skills

Programming Languages: *HTML, CSS, JavaScript, TypeScript Java, C, C++, Python, SQL,*

Frameworks: *Angular, React, Microsoft Chatbot Framework*

Work Experience

Fidelity Investments–Merrimack, NH, Software Developer — June 2023 – Present

- Completed an intensive 18-week full-stack development program, gaining hands-on experience with a broad spectrum of technologies (HTML, CSS, Java, Spring Boot, REST, JavaScript, SQL, Angular).
- Led the design and development of a sophisticated chatbot for the team's front-end page, implementing an AI-driven Q&A feature alongside manifest parsing to ensure compliance with Kubernetes onboarding regulations.
- Architected a dedicated Python server to support the chatbot functionality and designed comprehensive Jenkins pipeline stages to build containerized images, trigger Sonar scans for code quality (code smells, test coverage), and automate deployments on PR/push events.
- Co-led the creation of an innovative learning site for the chapter by designing a modern, user-friendly front-end interface and collaborating closely with a principal developer.
- Acted as the go-to expert for all front-end development tasks, driving the team's efforts to deliver robust and intuitive user interfaces using HTML, CSS, JavaScript, and TypeScript.
- Spearheaded new feature requests for emerging Kubernetes concepts by organizing client meetings, drafting detailed JIRA stories, collaborating with project managers and squad leads, and supporting proof-of-concept (POC) initiatives.
- Collaborated with backend developers to design and integrate APIs, leveraging tools like Swagger for clear documentation and versioning.
- Engaged in on-call rotations to provide technical support, ensuring smooth production deployments and quick resolution of issues.

Schneider Electric–Andover, MA: Embedded Software Engineering Intern — September 2022 — May 2023

- Responsible for porting and testing current solutions to a Real-Time Operating System by porting connectors and event managers to FreeRTOS to then run ICEL-RT onto an NXP Semiconductor.

eClinical Solutions–Mansfield, MA: QA Software Engineer Intern — March 2022 — September 2022

- Managed and executed the test process, analyzed system requirements specifications, and developed appropriate test plans and test cases in C#.
- Created an automation using C# that withdrew data from the storage and CPU utilization that was then displayed on a webpage using Angular.

CADSPARC–Massachusetts Institute of Technology, Web/UX intern — December 2021 — March2022

- Developed a website using HTML, CSS, and JavaScript to display the product a customer would create.
- Programmed a canvas into the website using java script that allowed users to draw an image and download
- The canvas also provided an option to convert two dimensional image into a three-dimensional image. This was done using machine learning algorithm would match and display the 3-dimensional shape that best matched the drawn shape.

Johnson Controls Inc.–Westford, MA: Software Engineering Intern — September 2021—December 2021

- Developed an automated algorithm goes into the SQL server and extracts the necessary data onto a Microsoft Excel sheet.
- with a senior level automation engineer to author, debug, and deploy automated scripts to test new web clients with focus on both functional and UI testing in C#.

Academic Projects

The Clinic

- Created a clinic game with patients, clinical staff members, and rooms with a graphical user interface using Java.
- Purpose of the game is to interact with the GUI and register patients, assign patients to staff members, move patients to new rooms, discharge patients, and observe specific patient's medical history throughout the duration of the game.
- Restrictions of this game include, only physicians can discharge patients, only one patient is allowed in each room except for the waiting room, and when a staff member is assigned to a patient, they must be present in the patient's room with them.

The Recipe Book

- Designed and developed a full-stack "Software as a Service" recipe web application using React, Node.js, Auth0, and Prisma
- Integrated Auth0 for secure user authentication and authorization, enabling smooth login/register workflows and enforcing identity requirements only when necessary.
- Developed RESTful endpoints, including a dedicated /ping endpoint and at least one secured endpoint requiring an Auth0 token in the Authorization header, to support robust API functionality