

PHILIMON D. AYALEW

BERLIN, GERMANY



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Experience

Mozilla, Remote | Software Test Engineering Intern

Jan 2025 - Jan 2026

- **Built** and **maintained** a test harness for Firefox's Credential Management features, enabling coverage across 80+ sites and up to 10 regional variations each, reducing manual QA effort by **60%**.
- **Developed** a triage web app used by QA to review hundreds of test cases, retrieve relevant TestRail data, assign accurate automation suitability statuses, and automatically generate structured Bugzilla tickets cutting triage time by **90%+**.
- **Led** the refactor of major smoke suites and object models, writing and implementing the team's refactor guidelines and improving stability, and readability of the codebase.
- **Optimized** CI testing pipelines for Firefox Beta builds, cutting execution time from 7+ hours to under 2 through algorithmic workload distribution.
- Automated reporting TestRail metrics to Confluence with BigQuery & Looker, reducing manual work by **70%**.
- **Led** bi-weekly engineering learning sessions for the QA team, helping my teammates strengthen software engineering skills.

Constructor University, Bremen, Germany | TA for Python and Software Engineering

Sep 2024 - May 2025

Everest Systems GmbH, Remote | Software Developer, Working Student

Feb 2023 - Nov 2024

- Restructured the platform's page rendering by integrating a presentation layer, **improving** data fetching and rendering efficiency by **30%**, **enhancing** user experience.
- **Collaborated** with an external team to integrate a proprietary validation language to our authorization system, allowing for verbose condition enforcement. This enhancement resulted in a **25%** increase in condition usage across the system.
- **Boosted** the authorization system's test coverage by **90%**, improving system reliability and reducing manual testing efforts.

The Room/ALX, Remote | Software Engineering Technical Mentor

Aug 2022 - Feb 2023

- **Mentored** over **1000+** students from across Africa in software engineering, delivering lectures, leading hands-on workshops, and providing guidance on key topics.
- Successfully **certified** over **250** students, increasing certification rates by **30%** through personalized mentoring, rigorous assessments, and targeted feedback.

Education

Bremen **Computer Science/Global Economics and Management - Bsc**, Constructor University Bremen

Sep 2022- Aug 2025

Remote **Software Engineering Program**, ALX Holberton

Jan 2021 - Feb 2022

CU Courses: Algorithms & Data Structures | Operating Systems | Programming in C & C++ | Automata | Computer Vision..

ALX Courses: System Design & DevOps, Backend, Infrastructure Development, Foundational Software Engineering..

Projects

SoftRenderer |

Aug 2024 - Oct 2024

3D rendering engine implemented in pure C# | Used: **C#**, **.NET**

grubOn |

Feb 2024

A bite-sized solution to a global problem. | Used: **Flutter**, **Firebase**, **Tensorflow**, and **Maps**

Skills

Programming Languages: C#, C/C++, Java, SQL, Kotlin, Typescript, Python, dart

FrameWork/Libraries: .NET, Flutter, Laravel, Next.js, Github actions, PyTest, Selenium, Grafana

Languages: English (**C2**), German(**A2**)

Others: Firebase, Python (TensorFlow, Keras, Pandas), PostgreSQL, Git, Nginx, TDD