

# PHILIMON D. AYALEW

VEGESACKER STRASSE 89, BREMEN, GERMANY



| [HOMEPAGE](#)



## Education

Bremen **Computer Science - BSc., Constructor University Bremen**

Sep 2022- Jun 2026

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 development, Infrastructure Development, Foundational Software Engineering..

## Experience

**Constructor University, Bremen, Germany** | Teaching Assistant for Intro to Python

Sep 2024 - Jan 2025

- Served as a Teaching Assistant for the Intro to Python course, providing one-on-one tutoring, leading weekly tutorials, and assisting students with Python programming assignments.
- Delivered personalized tutoring sessions to assist students with Python fundamentals, algorithms, and debugging.

**Everest Systems GmbH, Remote** | Software Developer, Working Student

Feb 2023 - Nov 2024

- Developed and optimized the platform's Authentication System, contributing over **50%** of its functionality, enhancing security and user access by streamlining authentication.
- 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 authentication 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 by **50%**.

**Google Developer Student Club, Bremen, Germany** | Technical Lead

Sep 2022 - Jun 2023

- Led student project preparation for Google Challenges, managing a team and incorporating **TDD** principles into the development of a full-stack web application, which qualified for the Hult Prize Global Semi-Finals in Tunis.

**The Room/ALX, Remote** | Software Engineering Technical Mentor

Aug 2022 - Feb 2023

- Taught and 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.
- Developed a Slack bot to streamline certification handover, perform plagiarism checks, and answer general inquiries for over **1000+** students.

## Projects

**SoftRenderer** |

Aug 2024 - Present

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

- 3D renderer that supports both **Rasterization** and **Ray Tracing** rendering techniques.
- Written completely from scratch with little to no external libraries used.

**grubOn** |

Feb 2024

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

- Grub On is your gateway to reducing food waste and fostering community connections.
- Global 100 finalist in the 2024 Google Solution Challenge.

## Skills

**Programming Languages:** C#, C/C++, Typescript, Python, dart

**FrameWork/Libraries:** .NET, Flutter, Next.js, Vue.js, Robot Framework, PyTest, Selenium

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

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