

Adam Mayyalou

Availability: January - June 2026

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Education

Northeastern University

June 2028

Bachelor of Science in Computer Science and Psychology

GPA: 3.54/4.0

Relevant Coursework: Object Oriented Programming, Discrete Structures, Introduction to Computer Science Research, Computer Systems, Foundations of Data Science, Fundamentals of Computer Science I & II

Technical Skills

Operating System: Windows, Linux

Languages: Java, Racket, Python, C, Assembly

Frameworks & Libraries: JUnit, NumPy, Pandas, Plotly

Software: Blender, Photoshop, Git

IDEs: IntelliJ IDEA, PyCharm, CLion, Eclipse, Jupyter, BlueJ

Projects

Micro-Prompts Interface; Team Member

October 2025 – *In-progress*

- Prototyping the early stages of an HCI system that delivers prompts based on user behavior and context. Designed for emotional well-being, ethical transparency, and contextual timing, to assist users in establishing genuine connections. Currently in charge of overseeing digital files and design decisions.

Powerline Grid; Team Member, *Java*

March 2025 – April 2025

- Collaborated with a partner to design a tile-based power network where players connect nodes through rotating segments. Implemented nodes and edges using Breadth-First Search and Kruskal's Minimum Spanning Tree algorithm for power validation and solvable board generation. Built an interactive interface with `javailib.impworld`, allowing for tile rotation, movement controls, and real-time lighting feedback. Partner validated randomization and rotation logic while I designed grid generation and the UI.

Polygon Constructor; Creator, *Java*

June 2024 – August 2024

- Developed an object-oriented Java application that uses inheritance, interfaces, and polymorphism to create and manage geometric shape objects. Implemented a dynamic Array List data structure to store and compare polygons by area, with an interactive UI built using Java Swing. Utilized abstraction and encapsulation when designing the geometric shapes, which included rounds (circle-adjacent), triangles, quadrilaterals, and agons (5 or more sides).

Mastermind; Creator, *Java*

December 2022 – January 2023

- Developed a customizable Mastermind game in Java, implementing original game design with dynamic rule configuration to control what information is revealed to the codebreaker, including an interactive interface to decide game logic, allowing for flexible gameplay variations and setting game constraints. Utilized object-oriented design and algorithmic problem-solving to validate player guesses and scoring logic.

Interests

3D Modeling, Animation, User Interface & Experience Design, Music, Art, Still Life, Writing, Reading