

NIRMAL ADHIKARI, PMP – (He/Him)

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"I thrive at the nexus of technology, innovation, and social impact—advancing projects that foster resilience, elevate user experiences, and shape a better future."

GLOBAL IT LEADER & COMPUTER SCIENCE RESEARCHER

Relentless innovator with 5+ years of global success in **IT management**, **software development**, and **emerging technologies** (AI, ML, AR/VR, IoT). Winner of the 2018 Call for Code challenge. Proven track record in **leading cross-functional teams**, transforming business processes, and delivering cutting-edge digital solutions for multinational organizations and governments. Adept at bridging **industry** and **academia** to pioneer data-driven solutions that optimize costs, minimize downtime, and revolutionize user experiences.

CAREER HIGHLIGHTS

- **Revolutionized IT Ecosystems:** Slashed downtime by **80%** and boosted data integrity by **60%** through robust monitoring and auditing systems.
- **Global Program Management:** Oversaw high-impact, multi-country technology projects (USA, Nepal, Indonesia, Philippines, Colombia) for microfinance and disaster-resilience initiatives.
- **Award-Winning Innovation:** Key contributor to **"Post-Disaster Rapid Response Retrofit (PD3R)"**, an AI-powered solution recognized at the 2018 Call for Code competition.
- **Strategic Cost Optimization:** Reduced software expenses by **60%** and minimized system breakdowns by **70%** via in-house digital transformation strategies.
- **Academic Excellence:** **PhD candidate & Research/Teaching Assistant** at Dalhousie University, driving impactful research in Human-Computer Interaction, AR/VR, Mixed Reality, and user-centric software engineering.

PROFESSIONAL EXPERIENCE

Dalhousie University – Halifax, Canada

Research Assistant (Sept 2023 – Present)

- Conduct comprehensive literature reviews to identify research gaps and cutting-edge solutions.
- Develop data-driven methodologies; contribute findings to peer-reviewed journal submissions.

Teaching Assistant (Jan 2024 – Present)

Augmented & Virtual Reality | Software Engineering | Intro to Computer Programming | Designing User Interfaces | Human-Computer Interaction

- Delivered lab sessions and technical workshops on emerging technologies, design principles, and software best practices.
- Assisted faculty in grading, project supervision, and implementing real-world learning modules.

Institute of Crisis Management Studies (ICMS) – Kathmandu, Nepal

Lecturer (Part-Time), GIS & Remote Sensing (Mar 2023 – Aug 2023)

- Designed and delivered interactive courses on spatial data analysis and geospatial modeling.
- Mentored students on advanced GIS projects, strengthening their research and analytical skills.

Build Change – USA / Nepal

Technology Program Manager (Mar 2022 – Aug 2023)

- Spearheaded the development of digital platforms for microfinance institutions in Indonesia and the Philippines and integrated builder guides for seamless supervision and reporting.
- Partnered with CISCO Foundation to build "Resilient Housing in a Box," leveraging analytics and automation to strengthen housing resilience.

NFT Coding Hub Manager (Jan 2019 – Mar 2022)

- Established a new IT team focused on frontier tech, cutting organizational downtime by **80%**.
- Optimized workflows by **40%** through Agile processes, resource planning, and change management.

Information System Coordinator (Jul 2018 – Jan 2019)

- Created IT policies that reduced software expenses by **60%** and introduced preventive maintenance, slashing system breakdowns by **70%**.
- Supported multi-country program success through robust IT architecture and consistent governance.

Information System Officer (Feb 2018 – Jun 2018)

- Integrated Big Data tools; defined data retention policies, enabling seamless collaboration across global teams.
- Led team of interns, pioneering solutions for data collection, analysis, and dissemination.

GIS Intern (Oct 2017 – Jan 2018)

- Developed a web GIS platform that improved project efficiency by **30%**.
- Leveraged ArcGIS/QGIS to enhance real-time data mapping and reporting.

Polaris Information Technologies – Kathmandu, Nepal

IT Project Manager (*Jan 2015 – Sep 2017*)

- Oversaw 6 large-scale IT initiatives, consistently delivering on time and under budget.
- Implemented risk management frameworks and transparent stakeholder communications, elevating project success rates.

VOLUNTEER EXPERIENCE

Spatial User Interaction (SUI) Conference 2025

Web Chair (*December 2025 – Present*)

- Oversee the design, development, and maintenance of the official website for the SUI conference.
- Collaborate with the organizing team to ensure seamless communication and accurate representation of the event online.

Virtual Reality Software and Technology (VRST) Conference 2025

Web Chair (*December 2025 – Present*)

- Manage the digital presence for the VRST conference, ensuring a user-friendly and visually appealing website.
- Coordinate updates and maintain content accuracy for conference schedules, speaker details, and participant information.

University of the People

Volunteer Instructor (*April 2025 – Present*)

Introduction to Computer Science | Programming Fundamentals | Communications and Networking | Data Mining and Machine Learning | Artificial Intelligence

- Mentor undergraduate students in mastering core computer science and emerging technology concepts.
- Provide academic guidance on programming (Python), networking (OSI/TCP/IP), data mining, and machine learning techniques.
- Evaluate student performance, grade assignments, and offer constructive, individualized feedback to support learning outcomes.
- Initiate and facilitate discussions, encourage peer learning, and foster an inclusive, engaging virtual classroom environment.
- Contribute to course delivery, assessment, and continuous curriculum improvement within a global, fully online learning environment.

SELECTED PUBLICATIONS

1. **Adhikari, N.**, Lilley, B., Radice, M., Fitzgerald, S., McLean, A., & Reilly, D. (2025, forthcoming). Combining Experiential and Spatial Data for Immersive AR Narrative Creation: A Phased Methodology. Proceedings of the International Conference on Interactive Digital Storytelling (ICIDS 2025), LNCS. Springer
2. Goddy-Worlu, R., **Adhikari, N.**, & Reilly, D. (2025). Virtual Reality for Active Aging: First-Time Experiences of Older Adults with First Steps. In *Our Future is Aging: Multidisciplinary Research Informing People, Policy and Practice*.
3. **Adhikari, N.** et al. (2022). *Modeling of Optimal Deep Learning Enabled Object Detection and Classification on Drone Imagery*. ICAISS.

EDUCATION

- **PhD in Computer Science (In Progress)**
Dalhousie University, Canada
- **MSc in Information Technology (2022)**
The British College, Leeds Beckett University, UK
Thesis: AI-Based System Architecture for Flood Forecasting
- **B.Sc. (Hons) in Computing (2016)**
Islington College, London Metropolitan University, UK
Final Project: Transport Management System with Driver's Android Tracking

CERTIFICATIONS

- **Project Management Professional (PMP)** – PMI (2020)

AFFILIATIONS

- **Canadian Information Processing Society (CIPS)** – Member
 - **International Association of Engineers (IAENG)** – Member
 - **Information Technology Professionals Association (ITPA)** – Member
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CORE COMPETENCIES

- **Project & Program Management:** PMP | Agile | Scrum | Change Management
 - **Software Development:** PHP | Java | Python | Laravel | Django | ReactJS | VueJS | Augmented & Virtual Reality
 - **Data & Analytics:** Machine Learning | Deep Learning | Data Warehousing | Big Data
 - **GIS & Remote Sensing:** ArcGIS | QGIS | Web-GIS (Leaflet)
 - **Academic Research & Publication:** Peer-Reviewed Journals | Literature Reviews | Data Analysis
 - **Leadership & Collaboration:** Stakeholder Engagement | Cross-Functional Teams | Technical Training
 - **Project Tools:** MS Project | Jira | ClickUp | Primavera | G-Suite | MS Office
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LANGUAGES

- **Spoken Languages:** English, Nepali, Hindi
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