

Paul Adaimi

Portland, ME (Open to Relocation)

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Education

- Northeastern University** – Portland, ME Sept. 2023 – Exp: May 2025
- Master of Science in Computer Science, GPA: 4.0
- American University of Beirut** – Beirut, Lebanon Sept. 2015 – Dec. 2019
- Bachelor of Engineering in Computer and Communication Engineering

Technical Knowledge

Languages: TypeScript, JavaScript, Java, Python

Technologies: Next.js, React, Expo, React Native, Ember, Java Spring, Django, MySQL, Firebase

Work Experience

- Teaching Assistant**, Northeastern University – Portland, ME Jan. 2024 – Present
- Head Teaching Assistant for **Algorithms**, managed a team of teaching assistants, organized lab sessions, and supported students with data structures, algorithm design, and problem-solving strategies.
 - Assisted in teaching **Web Development**, focusing on full stack development and responsive design.
 - Graded assignments while providing constructive feedback to help students improve, and held office hours to assist students with questions and clarify concepts.
- Intermediate Software Developer**, GTLogic – Beirut, Lebanon Feb. 2022 – Sept. 2023
- Revamped MagMutual's One-Model web app by updating legacy React code to a modern, improved version, making the codebase more maintainable and scalable while addressing 58 negative user insights.
 - Trained over 10 new hires in company-specific technologies, accelerating their onboarding process and enhancing overall team proficiency and productivity.
- Junior Software Developer**, GTLogic – Beirut, Lebanon Feb. 2020 – Feb. 2022
- Developed the front end of Vimly Benefits Solutions' SIMON web app using Ember.js, enhancing UX and enabling data-driven health benefits decisions, boosting client satisfaction and growth.
 - Worked in an Agile environment, writing unit tests and implementing responsive UI components to ensure quality and usability across devices.
- Software Developer Intern**, Murex – Beirut, Lebanon May 2019 – Aug. 2019
- Engineered, in a team of three, a back-end web service using Java Spring and C#, coupled with React for front-end, to automate command sequences for Murex developers, enhancing task flow in cloud environments.
- Research Assistant**, American University of Beirut – Beirut, Lebanon May 2017 – May 2018
- Collaborated with AUB professors on a GE-funded project to predict stampede risks using sensor data (heart rate, accelerometer, GPS) from Android devices and custom wearables.
 - Built a JavaScript and D3.js tool to visualize high-risk areas in real time, improving crowd safety.

Projects

- Bleumer** github.com/paul-adaimi/bleumer
- Built a salmon delivery app for Bleumer ME (Canada-Lebanon) using React Native (Expo) and Firebase, streamlining orders and boosting customer satisfaction through a seamless mobile experience.
 - Successfully launched the app on Google Play and App Store, boosting accessibility and user growth.
- Indoor Navigation System**, American University of Beirut Sept. 2018 - May 2019
- Collaborated on an Intel-sponsored AR navigation system using Microsoft HoloLens, built with C# in Unity and a Node.js backend, to guide warehouse workers and reduce package handling time using QR and object detection.