

Paul Adaimi

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Education

Northeastern University, USA

Sept. 2023 - Now

Master of Science in Computer Science

Relevant Courses: Algorithms, Programming Design Paradigm, Mobile App Development and Web Development

American University of Beirut, Lebanon

Sept. 2015 - Dec. 2019

Bachelor of Engineering in Computer and Communication Engineering

Placed on the Dean's Honor List in Spring 2016, Fall 2017, Spring 2017, Fall 2018, Fall 2019

Technical Knowledge

Programming languages: TypeScript, JavaScript, Java, C#

Frameworks: Ember, React, Spring, .NET Core

Tools: Git, Docker

Database: MySQL, Firebase, MongoDB, PostgreSQL

Languages: Arabic, English and French

Work Experience

Northeastern University, Head Teaching Assistant, Algorithms

January 2024 - Now

- Leading weekly recitations to provide hands-on experience with algorithm implementation, debugging, and optimization techniques.
- Grading exams, quizzes and homework while offering constructive feedback to support student learning and progress.
- Supervising a team of teaching assistants, coordinating schedules and delegating responsibilities.

GTLogic, Front-End Developer

Feb 2020 - Sept 2023

- Developed the front-end for Vimly Benefits Solutions' SIMON web-app, enhancing employer-supported staff decisions on health benefits and plan costs.
- Revamped MagMutual's One-Model web-app from a legacy React code to a more modern and improved version, upgrading the platform for physicians managing their medical practice insurance.
- Trained more than 10 new hires in company-specific technologies, enhancing team proficiency and integration.

Murex, Full-Stack Developer, Intern

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.

American University of Beirut, Research Assistant

May 2017 - May 2018

- Collaborated with two AUB professors on a General Electric funded project aimed at improving crowd management in public spaces, such as Mecca during pilgrimage, by predicting incidents through analysis of sensor data including heart rate, accelerometer, and GPS.
- Developed, in JavaScript, a data visualization tool that anticipates potential stampede locations and timings, enhancing preventive measures.
- Engineered a client-server application for data acquisition from Android mobiles and custom wearables, facilitating streamlined data gathering.

Academic Projects and Activities

Indoor Navigation System, Final Year Project - American University of Beirut

Sept. 2018 - May 2019

- Developed alongside two colleagues an Intel-sponsored AR indoor navigation system, optimizing warehouse logistics and reducing package handling time.
- Developed a Microsoft HoloLens application enabling warehouse workers to navigate to and scan packages efficiently using QR codes and object detection.
- Nominated for the Best Collaborative Development Project Award.

WhosApp - American University of Beirut

Sept. 2018 - Dec. 2018

- Developed an Android messaging application with functionalities mirroring WhatsApp, including one-on-one and group chats, video calls, and real-time notifications.