

# Tameem Zaidat

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## EDUCATION

### Brown University

*Bachelor of Science in Computer Engineering*

*Concurrent Master of Science in Computer Science*

Providence, RI

Aug. 2023 - May 2027

## WORK EXPERIENCE

### Digital Exhibit Software Development Intern

May 2025 – Present

*Innocent Knowledge*

*Monroe, MI*

- Developing a full-stack online museum exhibit website using React, TypeScript, Node.js, and Google Firebase, aiming to digitally showcase children's art from conflict zones to a global audience of over 50,000 unique visitors
- Integrating interactive features and multilingual support to foster engagement and accessibility, targeting a 30% increase in user retention through dynamic content delivery

### Library System Software Engineering Intern

April 2024 – Aug. 2024

*Brown University*

*Providence, RI*

- Led the development of a new library homepage UI using HTML, CSS, and JavaScript, integrating discovery platforms and database access to boost user engagement for 10,000+ Brown University students.
- Optimized multiple full-stack web pages within the library system using LibApps and WordPress, driving content strategy with insights from Google Analytics data.

## PROJECTS

### Driving-Day Data App | Google Firebase, Python, Django

2025

- Architected and developed a full-stack web and desktop application to visualize and manage driving-day data for Brown University's Formula SAE team to compete among 120 universities nationwide
- Implemented a robust backend using Google Firebase, Python, and Django to efficiently process, clean, and store live telemetry data, handling approximately 100GB of data weekly.

### StudySpace | C#, Unity

2024

- Developed a social productivity app with integrated 3D games for a productive, engaging user experience.
- Created a low-poly animated graphic front-end with Unity and a seamless back-end with C#.

### weListen | Python, Flask, HTML, CSS, JavaScript

2023

- Engineered a full-stack web platform using Python and Flask with personalized rooms, dynamic chat, and an integrated music player, leveraging the Spotify API for real-time tracking and ensuring scalable performance for simultaneous users.

## HONORS AND AWARDS

### Deng-Away Web App

2024

*Second Place for Hack for Humanity 2024's \$3000 Seed Grant*

*Providence, RI*

- Developed a full-stack web app using Node.js, HTML, CSS, and JavaScript, to help Indonesian communities identify and report mosquito breeding sites, aiming to reduce dengue prevalence by 15%.
- Designed and implemented a data pipeline to collect, analyze, and visualize crowd-sourced photo submissions on an interactive heat map utilizing some of Google Maps' APIs and locally stored backend data.

### Guggenheim Museum Drone Showcase

Sep. 2024 - Present

*Automatic Coordination of Teams (ACT) Lab Engineering Fellow*

*Providence, RI*

- Spearheading the hardware and software design of lightweight and safe drones to allow for indoor choreographed flights of 60 drones above 1,000,000+ annual visitors of the Guggenheim Museum in NYC.
- Optimizing the onboard electronics and creating computer vision planning algorithms using ROS framework

## TECHNICAL SKILLS

**Languages:** Java, Python, C#, C, JavaScript, HTML/CSS, SQL, C++, TypeScript

**Frameworks/Tools:** Flask, Django JUnit, Angular, WordPress, Material-UI, FastAPI, React, Firebase, AWS, Docker

**Relevant Coursework:** Introduction to Object Oriented Programming, Data Structures and Algorithms, Discrete Mathematics, Foundations of Artificial Intelligence, Introduction to Software Engineering, Computer Systems