Paolo Lanaro

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Availability: July - December 2025

Education

Northeastern University | *Boston, MA* May 2026
Candidate for a B.S. in Computer Science, concentration in A.I.

GPA: 3.87 / 4.00 - Dean's List Honors.
Relevant Coursework: Data Mining & Machine Learning, Foundations of A.I., Computer Systems.

Skills

Languages: C++, Python, C, Java, Kotlin, TypeScript / JavaScript.
Spoken languages: English, Italian, Spanish
Frameworks & Libraries: Scipy, Numpy, React, Tailwind, Streamlit, Next.js, OpenCV, Supabase.
Software & Tools: Git, Vim, Confluence, BitBucket, Jira, IAR, Linux (Arch & Debian), ROS.

Experience

Keurig Dr Pepper | *Burlington, MA* July 2024 - December 2024
Embedded Software Engineer Co-op
- Developed methods to validate bi-weekly internal data releases, reducing testing from a week to three minutes.
- Contributed to feature development and bug fixes across various platforms.
- Utilized IAR and Eclipse to implement firmware updates to chipsets.

Robotics Club | *Boston, MA* January 2024 - December 2024
Software and Mechanical Team Member
- Cross functional team member for the "Robot Dog" Division.
- Working on Lidar, camera, and ROS software.
- Machining drivetrain for the robot dog including CAM / CAD on Tormach and milling machines.

Projects

Diplomatic Data ⎘ | *SQL, Python, Flask, Streamlit* May 2024 - June 2024
- Developed a RESTful API (Flask) and designed a MySQL database to facilitate efficient real-time storage and retrieval of international news articles.
- Built a front-end interface with Streamlit, enabling users to interact with the backend through an intuitive UI.

Climb Now | *Next.js, TypeScript, Supabase* February 2024 - Present
- Developing a platform for climbers to review gyms, manage profiles, and foster community engagement.
- Utilized the Supabase database for user authentication and storing climbing gyms data.
- Optimized performance and responsiveness across devices by utilizing Next.js and TypeScript.

Photo Booth Program ⎘ | *C++, JSON* November 2023 - December 2023
- Built a real-time filter application for video feeds, offering a dynamic photo booth experience.
- Implemented save / retrieval functionality for image filters using JSON.
- Integrated data interchange between OpenCV and STBI libraries.

Photomosaic Generator ⎘ | *C++* October 2023 - January 2024
- Optimized image handling by leveraging the STBI library for serialization.
- Implemented an AVLMap to store and retrieve info for 9000 images, validating sub-5 minute runtime with the C++ Chrono library.

Interests

Rock Climbing, Cooking, Coffee, Board Games, Photography, Movies.