

# Adir Ali Yerima Bryan

[Adiraliyerima.com](http://Adiraliyerima.com)

---

## EDUCATION

### Bachelor of Science, Mathematics and Computer Science

May 2029

Oglethorpe University

GPA: 4.0/4.0

- **Relevant Coursework:** Calculus 1, Computer Science Principles, Data Structure, Mathematical Proofing

---

## SKILLS

**Cybersecurity:** CompTIA Security+ Certificate

**Computer Languages:** Python (Intermediate), HTML (Intermediate), CSS (Intermediate),

**Operating Systems:** Windows (Intermediate), Linux (Intermediate)

---

## EXPERIENCES

### STEAM Innovation Program

September 2025 - November 2025

- Selected to participate in the STEAM Innovation Virtual Exchange, an international program led by World Learning and the U.S Department of State
- Collaborated with undergraduate peers from Algeria, Iraq, Saudi Arabia, and the U.S to address community issues through design thinking and problem-solving
- Designed a project addressing food insecurity among refugee families in Atlanta, partnering with New American Pathways
- Coordinating for a food donation drive, collecting non-perishable items for refugee households affected by the SNAP program cuts

### Oglethorpe Undergraduate Game Theory Researcher

September 2025 - Present

- Analyzed the winning strategy for the Sparse Ruler game, a combinatorial impartial game, with potential impact on play strategy in similar game-theoretic systems
- Built a Python program to classify all possible player moves as either P-positions or N-positions and compute Grundy values  $G(n)$  to verify the correctness of each classification
- Identified a consistent long-term pattern: from size 8 onward, odd rulers always produce P-positions and even rulers always produce N-positions, and currently developing a formal proof of this behavior
- Presented the research findings at Oglethorpe University's academic fair, with an upcoming presentation at SPROUT, an undergraduate mathematical game theory conference

---

## ACADEMIC PROJECTS

### Interactive Chat application with Classical Book Characters

October 2025 – Present

- Built Literacy Worlds, a Next.js + TypeScript web app that lets users chat with characters from classical literature, using React 19, Tailwind CSS v4, Framer Motion, and shadcn/ui for an interactive interface
- Implemented a serverless JSON POST API(/api/chat) running on the Next.js App Router edge runtime, forwarding requests to OpenRouter GTP-4o-mini and supporting both modern (messages, character, book) and legacy (message, characterName, bookTitle, personality, context) request formats
- Launched the app at literacyworlds.tech, attracting 100+ visitors, 300+ page views, from 5+ countries, with deployment managed via pnpm, CI/CD through Github Actions, and optional Vercel hosting

### Open Source CLI Tool

July 2025 - Present

- Developed an open-source Python CLI tool that converts natural language into executable cross-platform shell commands (*Linux, macOS, Windows*) with support for multiple LLM providers
- Implemented shell execution and error handling, including OS detection via `platform.system()`, command execution with `subprocess.run()`, dry-run preview(`-- dry-run`), and execution timeout (`-- timeout`)
- Managed user settings and execution options with environment variables, a JSON config file(`~/.linaiX/config.json`), and CLI flags, including API key and LLM model
- Published on PyPi with 2,000+ downloads

---

## AWARDS

- Golden Door Scholarship Recipient (Full-ride Scholarship)
- Oglethorpe Coca-Cola Foundation Scholar
- Dean's list

November 2024 - Present

August 2025

December 2025