

LEEN KHAROUF

COMPUTER ENGINEERING INTERACTIVE MEDIA

I am a 4th-year computer engineering student eager to apply my skills in software engineering, computer science, web development, AI, or machine learning. I aim to work as an intern in a reputable organisation to gain work experience that allows me to contribute meaningfully and gain practical knowledge in these fields.

EDUCATION

New York University Abu Dhabi

Bachelor of Science in Computer Engineering
GPA: 3.80 | Graduation: June 2025

Brighton College Abu Dhabi

A-Levels:
Maths (A*), Chemistry (A*), Physics (A*)
Graduation: June 2020

SKILLS

C++, Python, C, C#, C, HTML/CSS

Unity Game Engine, Adobe Photoshop, Figma, Procreate, UX Design,

LANGUAGES

English

Arabic

Spanish

CONTACT

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leenkharouf.github.io/LKharouf/home/home.html

PROJECTS

Interactive 3D Self-Avoiding Walk Simulation (Unity, C#)

Developed a 3D maze simulation featuring explosions that alter paths, multiple non-colliding agents, dynamic camera controls for optimal viewing, and a user-initiated reset functionality.

ColorScape: A Chromatic Game of Life (Unity, C#)

Engineered a variant of the Game of Life where the canvas is segmented into colored zones influencing cell behavior, enhancing visual feedback and analytical depth of the simulation.

Cache Simulator (C++)

Implemented a dual-cache system using a write-through, write-allocate policy and LRU replacement for associative caches to manage data efficiently and monitor cache interactions.

Embedded Messenger (Arduino, C++)

Currently developing a handheld messenger device using embedded systems principles, featuring message creation through hand movements and display via LEDs.

Parallax: An Interactive Illustration

July 2023
Created an interactive artwork using Procreate and JavaScript, achieving a dynamic 3D effect with parallax motion, showcasing a fusion of technical skills and artistic creativity.

Fall Detection Device (Arduino)

October 2021 - December 2021
Engineered a device using Arduino to detect falls and notify emergency contacts through automated alerts, equipped with a user-friendly interface for health evaluation.

CERTIFICATIONS

The Web Developer Bootcamp 2024 (In progress)

Reinforcing skills in HTML, CSS, JavaScript, React, Node, MongoDB

Artificial Intelligence A-Z 2024: Build 7 AI + LLM & ChatGPT (In progress)

Building 7 AI models, mastering Q-Learning, Deep Q-Learning, A3C, PPO, SAC, Transformers, LLMs, LoRA, QLoRA, and NLP techniques for chatbots.

Google UX Design Professional Certificate (In progress)

User-centered design, UX research, and foundational design principles

PROFESSIONAL EXPERIENCE

Equipement Center Assistantship

NYUAD
Managing equipment, check-in/out and maintenance, including testing and inventory management, and supporting training sessions.

Freelance Graphic Designer & Artist

Founder & Operator
Developed a personal brand for art commissions, interacting with clients to tailor designs to their specifications, and created marketing materials to promote services