

Michael Khuri

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EDUCATION

San José State University <i>Master of Science in Artificial Intelligence</i>	Jan 2026 – Present San José, CA
California State University, Fullerton <i>Bachelor of Science in Computer Science</i>	Aug 2022 – May 2024 Fullerton, CA
Saddleback College <i>Associate of Arts in Liberal Studies & Interdisciplinary Studies; Minor in Computer Science</i>	Aug 2020 – May 2022 Mission Viejo, CA

• Expected Graduation: Fall 2027

• Activities: Association for Computing Machinery Club

• Participated in two 24-hour hackathons at CSUF and developed projects: *SmartTuffy*, *Project Green Tusk*

• Dean's List – Cum Laude

EXPERIENCE

Lead Full Stack Software Engineer (Contract) <i>Star4ce</i>	Oct 2025 – Present Huntington Beach, CA
• Engineering a full SaaS employee retention platform using Next.js , TailwindCSS , and Flask REST API .	
• Implementing JWT authentication, multi-role access control, analytics dashboards, and secure user management.	
• Integrating PostgreSQL , AWS / Cloudinary file storage , and Stripe for subscription payments.	
• Researching integration of computer vision-based analytics for workforce insight automation.	
• Leading end-to-end product development, including UI/UX, API design, deployment, and maintenance.	
Full Stack Software Developer & Operations Analyst Intern <i>AcuFlow</i>	Feb 2025 – Apr 2025 Irvine, CA
• Developed and deployed a full-stack quote system using a Python Flask API (Heroku) with a MySQL backend and GoDaddy-hosted frontend.	
• Automated PDF quote generation and delivery via email to increase sales team productivity.	
• Supported financial documentation, including sales/purchase orders and invoices using QuickBooks .	
Network Administrator <i>InBlue IT Solutions</i>	Mar 2023 – May 2024 Costa Mesa, CA
• Configured secure network systems, including Cisco ASA firewalls, Unifi switches, and IP cameras.	
• Enhanced website SEO and client engagement through WordPress development.	
• Provided technical support and account management using Microsoft Azure and remote tools.	

PROJECTS

Detection Website (Click here)	Jan 2023 – Present
• Developing an immersive VR first-person game in Unity using C# .	
• Implemented physics-based scanning mechanics for interactive environmental gameplay.	
• Showcased through public gameplay demo: Click me .	

TECHNICAL SKILLS

Languages: Python, C++, C#, JavaScript, TypeScript, Java, R, HTML, CSS, SQL, PHP
Frameworks/Tools: AWS (EC2, S3, RDS, IAM), Next.js, React, TailwindCSS, Flask, Node.js, OpenAI API, Heroku
Databases: MySQL, SQLite, MongoDB
Dev Tools: Git, GitHub, Unity, VS Code
OS: Windows, Ubuntu, macOS, CentOS, Kali Linux
Libraries: OpenCV, PyTorch, NumPy, Matplotlib, Pandas, Chart.js, Express.js, ReportLab