

MICHAEL KHURI

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PROFESSIONAL SUMMARY

Computer Science graduate with a solid foundation in software development, Unity game development, cybersecurity, and customer service. Eager to gain hands-on experience in AI/ML, software engineering, and related fields, with a passion for applying technical skills to innovative projects that drive real-world impact across various industries. Motivated to contribute to dynamic teams and further develop expertise in cutting-edge technologies.

EDUCATION

Bachelor of Science in Computer Science || California State University Fullerton || 2024

Dean's List - Cum Laude with a Concentration on Artificial Intelligence

Associate of Arts in Liberal Studies || Saddleback College || 2022

IGETC Certificate

Dean's List

TECHNOLOGIES

Python, C++, C#, JavaScript, Java, R, TypeScript, OWASP, Windows, Ubuntu, Kali Linux, CentOS, Linux, Next.js, Tailwind CSS, React HTML, PHP, JSON, TypeScript, Node.js, OpenAI API, GNS3, GitHub, Git, Git LFS, SQLite, MySQL, MongoDB, Visual Studio, VS Code, Unity

PROFESSIONAL EXPERIENCE

Network Administrator || InBlue IT Solutions in Costa Mesa, CA || March 2023 - May 2024

Monitors network activity to prevent unauthorized access and configures networks for new client offices, including security systems and devices. Provides remote technical support, ensuring excellent service, and stays updated on technology to meet client needs. Manages a client-focused website to boost engagement and support growth.

NOTABLE PROJECTS

Developer of Detection (<https://detectiongame.com/>) || January 2023 - Present

Developer of a virtual reality game in Unity using C# with a team of five. This is an immersive virtual reality first-person shooter where you need to scan your environment. Gameplay: https://www.youtube.com/watch?v=Dj0y_OX5fII

Lead Developer of SmartTuffy (<https://github.com/Savant-sys/SmartTuffy>) || February 2024

Lead Developer of a website in JavaScript, CSS, TypeScript, React, OpenAI API, and Next.js with a team of four in 24 hours at a CSUF hackathon. Created an AI-powered chatbot that helps college students discover their class schedules and club events in an interactive and user-friendly way. Utilized AI to provide schedule recommendations by accessing data on all class schedules for a specific school.

Lead Developer of SiblingAI (<https://github.com/Savant-sys/siblingAI>) || November 2023 - December 2023

Developed an AI chatbot independently using JavaScript, Next.js, and CSS that learns from user interactions for personalized responses. Utilized the JS similarity API to recognize similar phrases with 60% accuracy. Enhanced user engagement by allowing the AI to adapt its responses based on conversation history. Website: <https://sibling-ai.vercel.app/>

Developer of The Block Jumper (<https://github.com/Savant-sys/The-Block-Jumper>) || September 2022 - December 2022
Developed a mobile game on Unity with C#. Coordinated a team of five programmers using GitHub with Git Bash and Git LFS. Applied software engineering concepts and practiced team efficiency using the Agile method. Gameplay:
<https://evanjholsch.itch.io/blockjumper>

SKILLS

English - Fluent
Arabic - Intermediate
Network Security
Web Security
Customer Service - IT
Artificial Intelligence
Team Collaboration