

DANY KHOURY

Junior Computer Scientist
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Professional Summary

Self-motivated and results-driven computer science undergraduate with a growing passion for artificial intelligence, automation, and full-stack development. Demonstrates hands-on experience in developing AI agents, building automation workflows with n8n, and creating full games using Unity. Proven ability to take initiative, learn quickly, and deliver effective tech solutions in both academic and freelance settings. Actively seeking an AI internship to contribute to impactful projects while gaining practical industry experience.

Technical Skills

- **Programming Languages:** Python, Java, C, JavaScript
- **AI & Automation Tools:** MindStudio (intermediate), n8n (learning)
- **Game & App Development:** Unity with C#, MIPS Assembly
- **Web Development:** HTML, CSS, JavaScript, Git/GitHub
- **Security & Systems:** Burp Suite, Computer and Network Security
- **Other:** Linux/CLI basics

Experience

Freelance Developer – Automation, Web Development & AI Agents (2023–Present):

- Built and deployed custom automation workflows using n8n and AI tools for clients in marketing and data handling.
- Developed responsive websites for small businesses and portfolio clients.
- Created lightweight AI assistants using MindStudio for content generation and research.
- Strengthened communication skills and applied AI solutions to real-world problems.

Unity Game Development Project (Independent – 2024):

- Designed and developed a complete game using Unity Engine and C#.
- Integrated custom mechanics, interactive UI, and performance tuning.

Assembly Language Game Project (University):

- Created a game using MIPS assembly language with custom logic and controls.
- Improved understanding of system-level programming and architecture.

Front-End Web Development Project:

- Developed an interactive site using HTML, CSS, and JavaScript.
- Awarded 2nd place in Eurisko high school tech competition.

Education

Lebanese American University — BS in Computer Science, pursuing a Minor in Data Analytics
Expected 2026

Relevant coursework: Data Structures, Algorithms, Cybersecurity, Game Programming, OOP, Computer Networks

Lebanese Baccalaureate – General Science *2023*
Graduated with distinction

Extracurricular & Training

- Member – LAU Software Engineering Club
- Trainee – Semicolon Academy Lebanon (ETH101 Bootcamp)
- Attendee – Game Development Workshop (NDU)
- Delegate/Advisor – LAU Simulation Models (2 years)

Communication & Soft Skills

- Strong verbal communication and tech pitching experience
- Collaborative team member and independent problem solver
- Able to clearly explain technical ideas to non-technical audiences

References

Available upon request