

# David Daou

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## Professional Summary:

*I am a qualified computer scientist with a wide range of interests in the field and an overall 4 years of working experience in a variety of related subjects, from web development, AI and machine learning, game development and academic pursuits such as research, teaching and mastery of the field. I am currently looking forward to start specializing in any of those fields for the long-term and eventually mastering them, whether it is as a software developer, consultant, or researcher and teacher.*

## Experience:

BeyondTrust Certified Implementation Engineer –Shield-cg 05/2024 - Present

*Duties: Providing BeyondTrust certified consulting services in Privilege Access Management (PAM) cybersecurity solutions including initial setup of virtual/physical appliance software as well as knowledge transfer and support.*

MEPI Scholarship Project - Lebanese American University 09/2022 - Present

*Frameworks and programming languages used: Python.*

*Duties: Oversaw and guided the Machine Learning team of a MEPI (Middle East Partnership Initiative) project for 6 consecutive semesters.*

Graduate Assistantship - Lebanese American University 01/2022 - 01/2023

*Frameworks and programming languages used: Python, Java, C++, Verilog HDL.*

*Duties: Assumed teaching and research duties in the department of Computer Science.*

Training - Eurisko Mobility 07/2021 - 09/2021

*Frameworks and programming languages used: Typescript, React, React Native*

Internship - SETS solutions in web and mobile development 07/2019 - 11/2019

*Frameworks and languages used: Angular CLI, Typescript, RestAPI.*

*Duties: Spearheaded research and implementation for the integration of GoogleMaps in the People365 application.*

## Education:

M.S in Computer Science - Lebanese American University 09/2021 – 06/2024

B.S in Computer Science - American University of Beirut 01/2015 – 06/2019

French Scientific Baccalaureate - Grand Lycee Franco Libanais 09/2011 – 06/2014

## Projects and Research:

Master's thesis: An Adapted Load-Balancing Implementation for Sharded Blockchains. *06/2023-03/2024*;  
DOI: <https://doi.org/10.12785/ijcds/1601101>

Analysis and Design of Algorithms course project at LAU: Diverse Maximal Clique: Research and implementation of diverse variant of Bron Kerbosch Algorithm for Maximal Cliques Enumeration graph problem. *09/2021-12/2021*

Final Year project at AUB: Game Development using LibGdx (Java framework based on OpenGL).  
*09/2018-05/2019*

Database course project at AUB: Website that uses a database to display information about video games, supporting ADD-REMOVE-EDIT. *01/2018 - 05/2018*

Computer architecture course project at AUB: MIPS simulator using Frontend Typescript, Backend Java.  
*01/2017-05/2017*

## Activities and Workshops:

- Former member of the AUB Computer Science Society.
- Workshop in game development using Unity engine in AUB.
- Workshop on game narratives.

## Skills:

- Languages spoken: French (Native), Arabic (Native), English (Bilingual).
- Programming languages: Python, C, C++, Java, SQL, HTML, Javascript, CSS.
- Fields: Machine Learning, Natural Language Processing, Web Development, Project Management, Education and research.