

Zahra Aljanabi

Artificial Intelligence Developer

✉ zhra.aljanabi@gmail.com ☎ 0502113446 📍 Qatif, Saudi Arabia

🔗 <https://zahraxi.github.io/>

EDUCATION

Bachelor Of Science (B.S.) In Artificial Intelligence
Imam Abdulrahman Bin Faisal University (IAU) [🔗](#)

2016 – 2021 | Dammam, Saudi Arabia

PROFESSIONAL EXPERIENCE

AI Solution Analyst

2024 – present | Khobar, Saudi Arabia

Arabian Merge

- Integration for POS systems using webhooks for real-time data synchronization
- IoT sensors calibration & configuration.
- Installed and configured AI Meshes (Huawei).
- Designed and analyzed AI and IoT solutions, such as smart parking and fleet management systems.
- On-site client visits to provide technical clarifications.
- Mentoring new employees.

Technical Support

2023 | Dammam, Saudi Arabia

Technology and Further Education

- Program and design use cases for the Luxrobo robot (Modi).
- Web-based chatbot for institution-specific inquiries.
- Technical/Desktop support.
- Conducted interviews with candidates sharing a similar academic background

SKILLS

AI/ML Development

Deep Learning

Programming: Advanced in Python, Java, C++, and C#

Debugging & Troubleshooting

Software Development

Version Control

Cloud Computing

Problem Solving

Continuous Learning

Critical Thinking

CERTIFICATES

Game Development [🔗](#) (Saudi Digital Academy - 2021)

LANGUAGES

English

Arabic

PROJECTS

Flight Delay Prediction (Weka)

Machine learning model to predict flight delays, informing travelers.

Sentiment Analysis (Python/MySQL)

Analyzing customer feedback for service improvement and sales.

IMDb Analysis (Python)

Managing data from IMDb for movies and people.

Skin Lesion Detection (Python)

Identifying skin lesions using image processing and ML.

Chatbot (Python)

Playground2D JAM

Racing Game

Developed a Unity-based racing game, contributing to both programming and game design.

Adventure Game

Collaborated on the creation of an adventurous game, focusing on immersive gameplay and interactive elements.

Shooting Game

Designed and implemented core mechanics for first-person and third-person shooting games, including player movement, and weapon systems.