

ALJAWHARAH ALSUBAIEI

Information Technology

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Summary

Information Technology graduate specializing in Cybersecurity with strong foundation in software development, database management, and system design. Experienced in AI/ML, computer vision, and full-stack development. Passionate about building secure, user-centered digital solutions with hands-on experience in Flutter, Firebase, and Python for machine learning applications.

Education

King Saud University

Bachelor of Science in Information Technology (Cybersecurity)

2022 – 2026

GPA: 4.94

Achievements

- Winner of Outstanding Academic Projects Competition (5th Edition) for mehar project
- Contributed to IBM collaboration project, presenting to IBM specialists

Projects

Munir — IBM Collaboration Project

Aug 2025 - Jun 2026

- **Team Member:** Contributed to developing an AI-powered mobile application as graduation project in collaboration with IBM, presenting to IBM specialists for validation.
- Developed two Saudi currency recognition models: (1) Using IBM AutoAI for rapid prototyping, (2) Custom model with MobileNetV2+SVM classifier achieving 96.84% accuracy. Built face recognition system with VGGFace2+SVM achieving 97.98% accuracy.
- Built assistive technology for visually impaired users with real-time object detection, text reading (OCR), and color detection. Developed using Flutter for interface, Firebase for data management, and Python for AI capabilities.
- Implemented AES-256 encryption for data security and integrated APIs for real-time audio feedback and emergency location alerts to enable safe and independent navigation.

mehar

Jan 2025 - June 2025

- Developed a full-stack booking platform for workshops and activities to support SMEs, recognized as winner in Outstanding Academic Projects Competition. Built with HTML, CSS, JavaScript for frontend, Node.js and PHP for backend, connected to MySQL database.
- Aligned with Saudi Vision 2030 to foster entrepreneurship by connecting users with unique learning experiences, creating a centralized platform for workshop discovery in Saudi Arabia.

World of difference

Aug 2024 - Dec 2024

- Developed a multiplayer game where players compete to identify differences between two images through real-time interaction. Built using Java with custom server implementation and socket programming for client-server network communication. Designed game logic to award points for correctly identified differences, with the server handling game state management and coordinating player interactions to determine the winner.

Skills

Programming Languages: Python, Java

Web Technologies: HTML, CSS, JavaScript, Node.js, PHP

Databases: SQL, NoSQL, MySQL, Firebase

AI/ML: Computer Vision, Transfer Learning, IBM AutoAI, Model Training

Mobile Development: Flutter, Firebase Authentication, Cloud Functions

Security: AES-256 Encryption, Cybersecurity Principles

Tools & Frameworks: Git, Firebase, API Integration

Methodologies: Agile (Scrum), Project Management, UX/UI Design

Languages

- Arabic
- English

Certifications

- Artificial Intelligence Fundamentals (IBM SkillsBuild)
- Machine Learning for Absolute Beginners (Udemy)