

Zahra Aljanabi

Artificial Intelligence Software Developer

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OVERVIEW

AI graduate looking to apply my knowledge effectively. I have a specific interest in game development, where I aim to contribute my skills to enhance gaming experiences and play a meaningful role in projects.

EDUCATION

Imam Abdulrahman Bin Faisal University (IAU)	Dammam, SA
<i>Bachelor Of Science (B.S.) In Artificial Intelligence</i>	<i>2017 – 2021</i>
Graduation Project	

- **Chorionic Disease Prediction (Machine Learning):**
This graduation project focuses on using machine learning algorithms to predict chorionic diseases, contributing to improved healthcare outcomes

EXPERIENCE

Tafe Arabia	Dammam, SA
<i>Technical Support</i>	<i>Jul. 2023 – Sep. 2023</i>
<ul style="list-style-type: none">○ Installed and performed minor repairs to hardware, software and peripheral equipment, following design, and installation specifications.○ I conducted interviews with candidates who share a similar academic background as mine.○ Chatbot Software API○ I develop codes to program the Luxrobo robot (Modi).○ I create detailed reports outlining my achievements and develop manuals and presentations for the tasks I've participated in.	

PROJECTS

Artificial Intelligence 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):** Providing quick answers to repetitive questions.
- **Healthcare System (Java):** Managing doctor, patient, and appointment information.

Game Development Projects (Unity & C#):

- **Playground2D JAM:** Active participation in programming for a 2D playground game. [Watch Here](#)
- **Racing Game:** Developed a Unity-based racing game, contributing to both programming and game design aspects.
- **Bank Ropery:** Led the development of a Unity-based bank robbery game, involving intricate gameplay mechanics and programming challenges.
- **Adventure Game:** Collaborated on the creation of an adventurous game, focusing on immersive gameplay and interactive elements.
- **Shooting Games:** Contributed to the development of multiple shooting games.

Certifications

Certificate of Completion	SDA
<i>Game Development Bootcamp</i>	<i>Nov. 2021</i>

PERSONAL

- **Languages:** Native in Arabic, and advanced in English.
- **Technical Skills:** Advanced Computer Programming, Troubleshooting and Debugging, Design Specifications.
- **Soft Skills:** Communication, Problem-Solving, Self-development, and Critical Thinking.
- **Interests:** AI, Web Development, Game development, Unreal Engin, Unity, Modern Technologies.