

ABDULLAH ALGAHMDI

Software Engineer \ AI Engineer \ Tamheer

CONTACT

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EDUCATION

King Abdulaziz University

2020 - 2025
Bachelor's in Computer Science

TRAINING COURSES

- Artificial Intelligence Bootcamp – SDAIA | 2026
- Machine Learning with Python – IBM | 2025
- Python Programming (Level 1 – Level 4) – TUWAIQ ACADEMY | 2025
- MySQL (Level 1 – Level 3) – TUWAIQ ACADEMY | 2025
- Artificial Intelligence Concept and Advanced Application – SDAIA | 2025

SKILLS

- Software Problem-Solving & System Design Strong foundation in algorithms, data structures, mathematical modeling, and statistical reasoning applied to designing efficient, scalable software solutions.
- Full-Stack Development Design and build end-to-end web applications covering frontend interfaces, backend logic, and database integration with clean, maintainable code across the stack.
- AI & Machine Learning Integration Build and integrate ML models (classification, regression, clustering) into real-world software products using Python and Scikit-Learn not just training models, but deploying them as functional components within larger systems.

PROFILE

Computer Science graduate from King Abdulaziz University with hands-on experience in full-stack software engineering and applied AI. Skilled in designing and deploying end-to-end systems from responsive frontend interfaces to robust backend services and machine learning pipelines. Passionate about building intelligent, user-focused applications that bridge modern software engineering with artificial intelligence.

EXPERIENCE

Orion Saudi Arabia

AI & Software Enginee (Part time) jan 2026 – Mar 2026

- Designed and implemented a full-stack stock market prediction platform integrating ML models with a REST API backend and interactive data dashboard.
- Built backend services in Python to expose model predictions via REST API endpoints, enabling seamless frontend integration.
- Developed data preprocessing pipelines to clean, structure, and transform financial datasets for model training and real-time inference.
- Created interactive data visualizations and performance dashboards to present model accuracy metrics and market insights.

PROJECTS

AI Eye Tracking Interactive Game (Senior Project) Sep 25

- Designed and developed an AI-driven eye exercise game that transforms eye health training into an interactive gameplay experience.
- Built a real-time computer vision system using Python and MediaPipe to track gaze direction and blink detection for hands-free game control.
- Integrated AI modules with the Godot Engine through UDP sockets, combining game development, machine learning, and computer vision into a unified system.

Stock Price Prediction System – Orion Saudi Arabia Jan 26

- Built a data pipeline for collecting, cleaning, and preprocessing financial datasets using Python and data analysis libraries.
- Implemented machine learning models to forecast stock price movements based on historical market data and engineered features.
- Analyzed model accuracy and presented results through data visualization and performance evaluation metrics.