Amal Saad Alshahrani

Software Engineer

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ABOUT ME

Software Engineering graduate with Second Honors from the University of Jeddah. My background spans iOS development (Apple Developer Academy) and UI/UX design, giving me a solid sense of both how software is built and how it should work for users. I'm now focused on strengthening my backend development skills with Python to build on that foundation, and I'm looking for a junior developer role where I can keep growing hands-on.

EDUCATION

Bachelor's Degree in Software Engineering ***09/2018 – 03/2023 | Jeddah, Saudi Arabia***

University of Jeddah

PROFESSIONAL EXPERIENCE

UI/UX Designer — Enjaz Payment Services Company ***07/2025 – 12/2025 | Riyadh, Saudi Arabia***

1-Retail Mobile App

- Designed the end-to-end user flow for international money transfer, from wireframes to high-fidelity, developer-ready screens
- Audited existing screens against the design system and corrected UI inconsistencies to maintain quality standards

2-Corporate Web Platform

- Designed user flows for new feature requests end-to-end, translating business requirements into UI solutions
- Extended the design system with new components to support evolving product needs
- Collaborated directly with product and engineering teams to align on design decisions and support feature delivery

iOS Developer — Apple Developer Academy | TUWAIQ ***09/2023 – 05/2024 | Riyadh, Saudi Arabia***

- Built iOS app features and UI screens using Swift and SwiftUI within five-person cross-functional teams, following the Apple Developer Academy's Challenge-Based Learning (CBL) methodology
- Debugged and manually tested features and user flows against requirements, reporting defects for same-day fixes
- Conducted TestFlight pre-release testing ahead of App Store submission

CO-OP Trainee, IoT Developer — Smart Methods Est. ***06/2022 – 08/2022 | Jeddah, Saudi Arabia***

- Built a Voice-to-Text converter (JS, HTML) and a web interface to control robot movement and log commands to a database, while learning Arduino fundamentals

PROJECTS

Design a Corrector Filter to Help People with Color Blindness - ***Senior Project***

- Designed UML diagrams, including class, use-case, flowchart, and sequence/activity/state diagrams, to model system architecture and behavior across three development sprints
- Designed and executed functional test cases to validate filter behavior against user requirements, ensuring accessibility features worked as intended for users with color blindness

Recalled App - ***iOS App***

- Designed and developed a portion of the app's screens for a memory-training app using cursive-writing and spaced-repetition techniques
- Manually tested all user flows across the app, validating features against requirements
- Conducted TestFlight pre-release testing ahead of App Store submission

PlaceUp - ***iOS App***

- Delivered a functional MVP within a 3-month academy timeline, covering place search and discovery by category and proximity, save and check-in tracking, and a thumbs up/down rating system
- Developed the frontend for multiple app screens, including explore, place details, rating, and profile screens for saved and checked-in places
- Contributed to backend integration using CloudKit to support place-saving, check-in, and rating functionality
- Manually tested each feature and user flow end to end, verifying functionality before release

Certifications

SQL: A Practical Introduction for Querying Databases — IBM (2025) | Introduction to DevOps — IBM (2024) | Using Git + GitLab in Software Development Projects — Coursera (2024)

SKILLS

Technical Skills: Swift, SwiftUI, CloudKit, Python, SQL, Agile methodology, UI/UX, Figma, Manual functional testing, Regression re-testing, Cross-device testing (simulator), TestFlight beta testing, Notion, Microsoft Office

Soft Skills: Self-learning, Analytical thinking, Problem-solving, Teamwork, Decision-making