

AMER ALZUBAIDI

Backend Engineer | AI Engineer | Full Stack

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SUMMARY

Backend engineer building production systems for Arabic-speaking users: FastAPI and Node.js APIs, databases, caching, authentication and CI, with AI pipelines, React and Unity games on top. Owns API design, security, testing and releases.

EXPERIENCE

Siyada Tech, Jeddah | AI Automation Engineer

Oct 2025 – Present

QTPrep: AI prep platform for Saudi Qudurat and Tahsili exams (qtprep.ai) · Python, FastAPI, MongoDB, React

- Core backend engineer on the live platform: built email verification, Google sign-in, token revocation and API rate limits.
- Built the React side of those features: Google sign-in on web and in the Capacitor mobile app, an email verification gate that accepts Arabic digits, unified error alerts across the app, and the question-bank admin workbench.
- Designed versioned MongoDB migrations with checksums, a cross-replica lock and a verified backup before every schema change, tested against concurrent runners and crashes mid-migration.
- Added correctness guardrails to AI-generated content (an independent re-solve gate for answer keys, translation checks that reject changed math) and cut LLM spend by serving practice from a curated question bank.
- Hardened the real-time Arabic voice AI tutor and rolled it out to production; ran code reviews and production releases.

QTPrep games and the qtprep-unity game platform · FastAPI, Unity 6, C#, React, WebGL

- Built Boss Battle for the web from scratch: a sprite-sheet animation engine, a fight state machine and synthesized sound.
- Built its game APIs (start, answer, parry, submit) where the server owns hearts, boss HP, streaks and rewards with idempotent retries, wrote the contracts both clients follow, and fixed live defects in the multiplayer and runner games.
- Created the qtprep-unity repo and rebuilt Boss Battle in Unity 6 with an Arabic RTL interface, one WebGL build that ships every game, and a bridge that runs it inside the React app while the backend keeps all scoring.
- Made the repo safe to ship from: a 14-rule CI gate that blocks client-side scoring, headless runs that play each game and fail on any runtime error, and AI agents driving Unity through MCP; a teammate shipped a second game on it.

Hukm: AI legal research platform for Saudi law professionals · Node.js, Express, PostgreSQL, Redis, Qdrant

- Ran a security audit of the Node.js and PostgreSQL backend, fixed its critical findings (authentication bypass, IDOR, unauthenticated WebSockets, a leaked API key) and deployed it through GitLab CI with test and secret-scan gates.
- Reworked Redis caching: a per-user billing cache after the audit, and versioned search keys so a fix never serves stale results.
- Built hybrid vector and keyword search in Qdrant over 30,000+ Saudi court cases, 500+ regulations and 13 ruling volumes, citing the exact ruling, volume and page, and rebuilt the embeddings for cloud models.
- Built the first version on self-hosted models on a GPU server (Qwen and Llama through Ollama, a custom Saudi-law model, HunyuanOCR on PyTorch and CUDA with a GPU scheduler), plus the Arabic OCR ingestion and multi-agent research pipelines.

School eLeague: WhatsApp tournament assistant and admin platform · Node.js, PostgreSQL, n8n, React

- Built a 159-node n8n workflow and its Node.js webhook backend: one API for both tournaments' WhatsApp numbers, PostgreSQL data separated per organization, media handling and admin handoff that pauses the bot.
- Built the React admin dashboard with admin accounts, replies and media sending, bulk messaging that resumes from checkpoints, and an LLM-personalized email outreach system with unsubscribe handling.

Ghelaf Almehan | Backend Developer

Oct 2024 – Dec 2024

- Built and maintained RESTful APIs and database integrations in C# and ASP.NET for a startup platform.

TECHNICAL SKILLS

Backend: Python (FastAPI, asyncio, pytest), Node.js (Express, Socket.IO), REST API design, API contracts, JWT, OAuth 2.0, rate limiting, caching, idempotency, database migrations, secure coding

Data & DevOps: MongoDB, PostgreSQL, Redis, Qdrant, Docker, CI/CD (GitHub Actions, GitLab CI), nginx, Linux, Playwright

AI & LLMs: RAG, embeddings, multi-agent systems, LLM guardrails, Arabic NLP and OCR, self-hosted LLMs (Ollama, Qwen, Llama), PyTorch, CUDA, OpenAI and Anthropic APIs, MCP, n8n

Frontend & games: React, TypeScript, JavaScript, Unity 6, C#, WebGL, Kotlin, .NET

Languages: Arabic (native), English (professional working proficiency)

EDUCATION

King Abdulaziz University, Jeddah | B.Sc. Computer Science

2020 – 2025

GPA 4.25 / 5.00, Second Class Honors · Certificate of Excellence (2025) · Led the ML major-recommendation graduation project

CERTIFICATIONS

- **Agentic AI**, DeepLearning.AI (Feb 2026)
- **Introductory Artificial Intelligence Training Program**, KAUST Academy and NTDP, 40 hours (Jan 2025)
- **Mathematics for Machine Learning and Data Science Specialization** (3 courses), DeepLearning.AI (Dec 2024)
- **Supervised Machine Learning: Regression and Exploratory Data Analysis for Machine Learning**, IBM (Dec 2024)

HACKATHONS

Water Hackathon, Ministry of Environment, Water and Agriculture | **Top 5 National Finalist**

Mar 2025

- Built Miahi, a greywater-reuse solution combining IoT sensors and machine learning, competing against 100+ teams.

Industrial Hackathon, Team KAU

Sep 2024

- Built a logistics tool that assigns delivery clusters to trucks by capacity and priority, with automated PDF reports.