



Saiah Mahdi

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Date of birth : 21 / 09 / 2002

WORK EXPERIENCE

Mobile Software Developer Connect September 2025 to present

September 2025 - present

(Personal project — ongoing development)

- Design and full-stack development of a cross-platform mobile application (iOS and Android) using Flutter and Dart.
- Distributed backend architecture, database schema design, state management and real-time data synchronisation.
- End-to-end encryption of communications, authentication management and privacy-by-design policy.
- CI/CD pipeline with GitHub Actions, Docker containerisation and cloud infrastructure deployment.
- Full design system under Figma, iterative prototyping and user testing sessions.

Junior Front/Back-End Developer BNP Paribas Real Estate

April 2025 - September 2025

- Development of interactive web interfaces integrating real-time 3D visualisations via Three.js and WebGL.
- 3D rendering performance optimisation for browser: LOD management, geometry compression and memory profiling.
- Development of internal tooling in JavaScript and Python to automate production workflows.
- Collaboration with UX, infographic and back-end teams in an agile, cross-functional environment.
- Technical documentation writing to improve code maintainability and knowledge transfer.

C# Developer and 3D Modeller Atelier Daniela Zuniga

March 2024 to May 2024

- Reconstruction of a 3D human brain model from medical MRI scan data using Unity and Blender.
- Development of interactive features in C#: spatial navigation, anatomical structure selection, animations.
- Optimisation of the volumetric data processing pipeline for real-time rendering in an interactive environment.

PROJECTS

Research Thesis Environmental Costs of Large Language Models

- Quantitative analysis of the energy and water costs of training and inference for OpenAI large language models.
- Comparative study of architectures (GPT-3, GPT-4, o1) and their carbon footprint over short and long-term horizons.
- Associated VR creation project illustrating the digital Anthropocene and its environmental stakes.

TECHNICAL SKILLS

- Languages Python, JavaScript, TypeScript, HTML/CSS, C, C++, C#, Dart, SQL, Java
- Frameworks and libraries Flutter, React, Node.js, Three.js, WebGL, Unity, Unreal Engine
- Data and AI Supervised and unsupervised machine learning, volumetric data processing, REST/GraphQL, MongoDB, PostgreSQL
- Infrastructure Docker, GitHub Actions, Vercel, CI/CD, cloud and edge architectures
- 3D and Design Blender, Substance 3D Painter, Houdini, HLSL shaders, Figma

EDUCATION

Université Gustave Eiffel Master 1 ANCV, Digital Arts and Visual Cultures

2025 - 2027

Distributed application development (cloud, edge, embedded), supervised and unsupervised AI with deployment, data preparation and visualisation, reactive front-end, agile project management and team leadership.

Université Gustave Eiffel Bachelor EVMAN, Virtual Environments, Media and Digital Arts

2022 - 2025

Game development in C# and C++, real-time algorithm design, 3D modelling and animation, front-end web development, interactive interface design.

Baccalaureate with Mathematics specialisation

2021 - 2022

Mention Assez Bien (Merit).

ADDITIONAL INFORMATION

Languages French (Native), English (Fluent), Arabic (Native), Spanish (Intermediate)

Interests Tennis, Cinema, Travel

Volunteering Tunisian Red Crescent, humanitarian aid support and health awareness.