



MEHDY BEN ALI

Student

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Summary

Third-year Bachelor's student in Computer Science at IUT de Montreuil, specializing in Web Development and Artificial Intelligence. Skilled in Angular, Java, and Python, with experience in software development and AI model evaluation. Currently seeking a work-study apprenticeship (alternship) in software development or artificial intelligence to contribute to innovative projects while further developing my technical expertise.

Experience

Alignerr

Software Engineer – AI Code Evaluator (Freelance)

04/2026 - Présent

- Assessed two advanced AI models from Anthropic across 14 real-world software development tasks.
- Performed code analysis and reviews generated by AI to identify bugs, logical errors, and hallucinations.
- Developed prompts and test scenarios to evaluate model capabilities on various IT projects.
- Prepared detailed technical feedback aimed at improving the quality and reliability of model outputs.
- Engaged in code analysis and problem-solving across multiple programming languages.

Outlier

Generalist AI Reviewer (Freelance)

08/2025 - 04/2026

- Evaluated over two artificial intelligence models before their public release.
- Analyzed performance using a scoring grid and comprehensive reports.
- Conducted tests across various domains: programming (Java, Python, C++), mathematics, and general reasoning.
- Contributed to enhancing the quality and reliability of model responses.

Techno Import Distribution

Web Developer

05/2025 - 07/2025

- Developed an automated scraping tool to enhance the vinyl database of an e-commerce site.
- Automated data extraction (artist, title, tracks, images, and MP3 audio samples).
- Performed automatic data integration into the site's database, adding over 500 vinyls in three months.
- Significantly reduced the time required for manual product additions.

Education

IUT de Montreuil

Montreuil, France

BUT in Computer Science (3 years)

09/2023

Lycée Claude Nicolas Ledoux

France

General Baccalaureate with Honours

09/2020 - 06/2023

Languages

English Avancé ●●●●●

French Native Speaker ●●●●●

Skills

C • PHP • JavaScript • TypeScript • Tailwind CSS • MongoDB • PostgreSQL • Angular • Python • Java • Docker • Spring Boot • Selenium • Dart • Shell • Git • Flask Python • JavaFX

Interests

🎮 Video Games

🎵 Music

🏀 Sports

✈️ Travel

Projects

Club Management Application

01/2026 - 02/2026

Modernization of an application

- Revamped and modernized a club management application used for overseeing products and sales.
- Enhanced the existing architecture and codebase to improve maintainability and deployability, reducing the time to add or modify features by approximately 30%.
- Utilized generative AI tools (ChatGPT, Claude, Copilot) for development assistance, debugging, and documentation.
- Established validation processes for generated code (testing, code review, quality analysis).
- Deployed a functional application accessible by multiple users.
- Authored a critical analysis on the use of AI in software development.

Synk

10/2025 - 01/2026

Internship Management Application

- The user of the application can manage students' internship files to streamline sending agreements and other documents via email.
- Designed an internship management application for overseeing student files.
- Developed a system that automates the sending of agreements and documents via email, reducing administrative processing time by an estimated 40%.
- Created an interface that consolidates multiple student files onto a single platform.
- Technologies used: Angular (frontend), Java Spring Boot (backend).

Lixx

09/2025 - 12/2025

Story Creation Application

- Developed an application designed to create interactive stories featuring a narrative choice tree capable of generating over 20 different narrative branches per story.
- Implemented a system promoting the generation of multiple possible scenarios from a single story.
- Created a viewer mode allowing for either individual or collaborative reading ("duo").
- Technologies used: Angular (frontend), Flask Python (backend).

Zelda-inspired Game

03/2024 - 06/2024

- Developed a 2D game inspired by the Zelda universe.
- Implemented movement mechanics, interactions, and a map system.
- Technologies used: Java (model), JavaFX (interface).