Nathan Fitger

MSc Student in Artificial Intelligence at the University of Bordeaux

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Link to my online resume: 0xNatgan.github.io

Profile

Artificial intelligence student passionate about computer science and new technologies. I am looking for a six-month internship in the field of AI starting from March 2026.

Having explored various fields such as robotics, web development, and cybersecurity before specializing in AI, I have acquired solid skills in programming and data analysis. I am always looking for new challenges to expand my knowledge.

Through my experiences as an IT fleet manager, instructor and designer of IT and robotics training courses, CTF participant, and AI intern, I have learned to work in teams and to master new tools and programming languages to adapt to required tasks.

Skills

Python   Scikit-learn   Pytorch   LSP-servers   C   C++   Java   API   Machine Learning
Deep Learning   Docker   Git   CTF   AI   Open source   RAG   Neural Networks   Language Models
SQL   HTML   CSS   GLPI   Cybersecurity   Robotics   Linux   Mkdocs   Web

Languages: English C1+ (Linguaskill) | German B2
Driving licence (Permis B)
Geographic mobility: Available to opportunity in France and abroad

Experience

AI Internship – Gertrude.fr – Intelligent Transportation System
May 2025 – July 2025, Bordeaux

- Developed a code documentation tool using language models and RAG.
- Advised on the integration of artificial intelligence tools for the company.
- Participated in AI research projects related to urban traffic.

Volunteer IT fleet management and Treasurer – Jeunes sciences Bordeaux
2019 – 2025, Bordeaux

- Management and maintenance of the IT fleet using GLPI
- Technical support for users
- Maintenance of computer equipment

CS and Robotics course designer and instructor – Jeunes sciences Bordeaux
2019 – 2025, Bordeaux

- Designed and led robotics and computer science courses for young people aged 8 to 17

Summer jobs in catering
Summer 2021 to 2024, Bordeaux

- 2021: Eklo Bordeaux – Runner, floor service, order taking and bartender
- 2023: Heiko Poké Bègles – All-purpose restaurant employee
- 2024: Island Poké – All-purpose restaurant employee

Education

Master's in Artificial Intelligence – University of Bordeaux   *2024 – 2026*
   Master's in Artificial Intelligence. Specialization: Advanced Databases

Bachelor's in Computer Science – University of Bordeaux   *2020 – 2024*

Web Developer Training – Le Wagon   *Sept. – Nov. 2021*
   Intensive web development bootcamp.

Scientific Baccalaureate – Lycée Vaclav Havel   *2019–2020*

Projects

DocGen_LLM (github.com/0xNatgan/DocGen_LLM)
   Code documentation generation tool using language models and RAG.

Python   Docker   Language Servers   LLM   RAG   documentation   mkdocs   Markdown
HTML   open source   AI

- Main goal: To generate code documentation in an automated and language-agnostic way for projects lacking clear or existing documentation.
- DocGen_LLM is a code documentation generation tool that uses language models in combination with language servers to generate clear and concise documentation for an entire codebase. It is designed to be programming-language agnostic. The tool easily integrates with documentation tools like mkdocs and allows generating documentation to be added to the code or used in external documentation in Markdown or HTML format.

TCL Language Server (github.com/0xNatgan/tcl-lsp)
   Simple TCL language server for code analysis.

TCL   Language Server   TCP   stdin/out

- Main goal: To analyze a TCL project, I developed a language server to facilitate this task and make it compatible with my DocGen_LLM project.
- This language server allows the analysis of TCL code and the extraction of information according to the LSP standard. This project is a simple implementation of a TCL language server with the following capabilities: symbol extraction, definition lookup, and reference search. The project includes both stdin/out and TCP interfaces.

Quoridor
   Quoridor board game developed in Java with a graphical interface and AIs. Project made during my studies at the University of Bordeaux.

Java   AI   GUI   JavaFx   Junit   JavaDoc   Maven   CLI

- Main goal: To develop a Quoridor board game in Java with a graphical interface and AIs for the user to play against. The implementation should include a user-friendly GUI, AI opponents with varying difficulty levels, a robust game engine and should respect industry standards such as clean tests and complete documentations.
- This project includes an implementation of the Quoridor game with a graphical interface in Java and AIs for the user to play against, as well as advanced statistics on the AI algorithms used.