

Lorenzo Perrier de La Bâthie

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AI-focused software engineer experienced in agentic LLM systems, scalable architectures, and software development. Motivated to build ambitious, high-impact AI products and open to international relocation.

EDUCATION

ENSTA Paris

Oct. 2024

M.Sc., Computer Science & Artificial Intelligence

Palaiseau, France

- **GPA: 3.7/4.0**
- **Machine Learning:** Deep Learning, Reinforcement Learning, ML for vision/NLP/audio, Diffusion models
- **Mathematics & Probabilities:** Probabilistic modeling, Optimization, Linear algebra, Statistics
- **Tools & languages:** PyTorch, TensorFlow, Python, C#, C++, CUDA, Rust, TypeScript, SQL

Preparatory classes for Engineering schools – Lycée privé Sainte-Geneviève

July 2021

Math, Physics and Engineering science

Versailles, France

- **GPA: 3.8/4.0**
- Advanced mathematics and science curriculum aimed at qualifying for France's top-tier engineering schools

WORK EXPERIENCE

THEODO

Feb. 2025 – present

Software Engineer – full-time

Paris, France

- Developed a **full-stack B2C web app** for **Bpifrance's €50M+** private equity platform serving **30k + users**
- Enabled multiple **parallel funds**, asynchronous ID-verification workflow, and launch of **€450M Defense Fund**
- Applied Agile and **Lean** practices, weekly sprints, CI/CD; **Tech stack:** Angular, Spring Boot / Typescript, Java

BMW Group

May 2024 – Oct. 2024

AI Technologies intern

Munich, Germany

- Built a **multi-agent data-querying system** using LLMs supporting **10+ agents** (LangGraph), **dramatically** improving data accessibility for BMW engineers working with dense nomenclature
- Designed an execution-graph architecture to **optimize LLM reasoning** using a Plan-and-Execute approach
- Developed custom data tools, asynchronous APIs with WebSocket support for **real-time** interactions (FastAPI)
- Integrated the multi-agent system in a frontend web application using BMW's design library (Angular, React)

CTA & University of Sherbrooke

May 2023 – Aug. 2023

Computer Vision Research intern

Sherbrooke, Canada

- Conducted **research on scene semantic segmentation** for autonomous off-road vehicles using **LiDAR** data
- Integrated Ouster LiDAR with Nvidia Drive and state-of-the-art real-time models

TAEP – ENSTA's Junior Enterprise

Nov. 2022 – June 2023

3D & Virtual Reality Consultant

Paris, France

- Created **3D environments and VR experiences** optimized for **cross-platform** deployment (Blender, Unity)
- Hosted a virtual open house event with **50+ participants** in a 3D replica of ENSTA Paris' premises

OUTSIGHT

July 2022 – Aug. 2022

Software Engineer intern

Paris, France

- Developed a LiDAR simulator (Unity) with traffic and path generation using Google Maps 3D models

SKILLS & INTERESTS

- **Tools:** Git, Docker, AWS, Datadog, Advanced agentic workflows (Copilot, Claude Code, custom MCP servers)
- **Soft-skills:** Pragmatism; Problem solving; Adaptability; Curiosity; Communication; Ownership
- **Interests:** Rock climbing; Slacklining; Basketball; Photography; Diving; Paragliding; Piano/Bass/Drums