

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 <i>M.Sc., Computer Science & Artificial Intelligence</i>	Oct. 2024 Palaiseau, France
<ul style="list-style-type: none">▪ 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 <i>Math, Physics and Engineering science</i>	July 2021 Versailles, France
<ul style="list-style-type: none">▪ GPA: 3.8/4.0▪ Advanced mathematics and science curriculum aimed at qualifying for France's top-tier engineering schools	

WORK EXPERIENCE

THEODO <i>Software Engineer – full-time</i>	Feb. 2025 – present Paris, France
<ul style="list-style-type: none">▪ 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 <i>AI Technologies intern</i>	May 2024 – Oct. 2024 Munich, Germany
<ul style="list-style-type: none">▪ 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 <i>Computer Vision Research intern</i>	May 2023 – Aug. 2023 Sherbrooke, Canada
<ul style="list-style-type: none">▪ 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 <i>3D & Virtual Reality Consultant</i>	Nov. 2022 – June 2023 Paris, France
<ul style="list-style-type: none">▪ 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 <i>Software Engineer intern</i>	July 2022 – Aug. 2022 Paris, France
<ul style="list-style-type: none">▪ 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