# Raphael Partouche

## Computer Engineer

**CONTACT**

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**PROFESSIONAL EXPERIENCE & PROJECTS**

**Full Stack Engineer | July 2025 – Now**
CiviBot – Berkeley, CA (US)

Contributed to the development of an AI-powered document processing platform by implementing pipelines for document ingestion, OCR, embeddings, and compliance-check workflows. Built and deployed backend APIs with FastAPI and developed frontend features with React . Working remotely alongside my studies to support an innovative startup incubated at SkyDeck Berkeley

**Othello Game – Frontend and AI Development | Spring 2025**
Sophia–Antipolis

Built a full-featured Othello game from scratch, including an interactive user interface and a computer opponent powered by a custom AI algorithm. The project involved frontend development and game logic design.

**Assistive Navigation Device for the Visually Impaired | Fall 2024**
Sophia–Antipolis

Designed and developed a wearable device to help visually impaired individuals navigate their environment. The system replaces the traditional white cane by combining spatial audio cues with haptic feedback sensors to indicate obstacles and directions.

**Product tester | Summer 2021**
Water-Id – Karlsruhe (Germany)

Ensured the proper functioning of electronic devices for water quality testing.

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**EDUCATION**

**Eurecom | Sophia –Antipolis | 2024–2027**
Engineering Degree – Master in Data Science

Acquired advanced knowledge in computer science and telecommunications, focusing on machine learning, cybersecurity, and networking. Gained hands-on experience with industry technologies through collaborative projects in an international setting.

**Preparatory Classes for Engineering Schools | Lycée Jacques Decour | 2022–2024**
French CPGE in Mathematics and Physics

Two intensive years of undergraduate study in Advanced Mathematics and Physics to prepare for the selective entrance examinations to French Engineering Schools.

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**SKILLS**

| Languages | Programming Languages | Theoretical skills |
|---|---|---|
| • French : Native | • Python | • Image/Sound Processing |
| • English : Bilingual (C1) | • C | • Data science |
| • Spanish: Fluent (B2) | • Matlab | • Information Theory |
| • Italian : Elementary | • HTML/CSS | • Telecoms & Network Science |
| • Hebrew : Elementary | • JavaScript (React) | • Computer Architecture Science |