

## Contact

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## Education

2014-18 **Computer Science and Computation Arts**  
BCompSc  
Concordia University

2012-14 **Sciences, lettres et arts**  
DEC  
Collège de Maisonneuve

## Professional development

2025 **AI Evals For Engineers & PMs**  
Maven professional course

## Experience

**Programming languages:** Python, JavaScript, TypeScript, C#, Java, C++

**AI:** PyTorch, MergeKit, transformers, LangChain, OpenAI API, PydanticAI, DSPy

**Platforms:** Web, Android, iOS, Linux

**Web:** HTML/CSS, React, VueJS, Node.js, FastAPI, htmx, FastHTML, Wordpress, AWS, SQL, WebRTC, WebGL

**Other:** Electron, Arduino, Unity, Unreal

## Competitions

2016-25 **Global Game Jam**

2016 **Ubisoft Game Lab Competition**  
Programmer C# (Unity)

# Thomas Gauthier-Caron

## Work experience

2024-2025 **Arcee.AI**

Research engineer

Research engineer in artificial intelligence: research on model merging (MergeKit), synthetic data creation, model training, technical writing and development of agentic AI solutions

2023-2024 **Freelance work**

Web development and AI engineering

thingsplustime.net - Full-stack web development for a 3D scan archiving platform  
web3galaxybrain.com - Full-stack web development and programming of a podcast processing pipeline for automatic transcription and intelligent suggestion system

2020-2022 **Molotov communications**

Web developer Javascript/CSS/PHP

Development of websites, web platforms, and various mobile applications (RÉZO Santé, FQPN, FHCQ, Locomotion, member platform of Québec solidaire and several others)

2019-2020 **Triple Boris**

Generalist Programmer C#

Programming in Unity for an action RPG for the Nintendo Switch. I have worked on input, gameplay, AI and UI. As part of this role, I have also done full time consulting during several months for the mobile game company Ludia

2019 **Collège Bois-de-Boulogne**

Video game programming teacher

Teaching for *Video Game Animation* and *Video Game Artificial Intelligence* courses in the Video Game Programming AEC

2015-2017 **SOS.CAMERA**

Lead programmer Javascript (Node.js)

Development of a mobile app for a iOS, Android and web app for video communication tech support

2013-2014 **Octochrome**

Interactive system conceptor C++ (Arduino)

Programming and conception of interactive systems for the Christmas installation at Montreal's Biodome

2011-2013 **MFX Productions**

Microcontroller programmer C++ (Arduino)

Programming for cinema props using Arduino