

Contact



thomas@thomasgauthier.dev



github.com/thomasgauthier



thomasgauthier.dev

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 concepector 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