



Léo Grégori

Epitech Student | Full-stack Developer

Education

Master's Degree in Software Engineering, Epitech, Marseille

September 2023 — Present

- Developed a multithreaded ray tracing engine in C++: physical calculation of shadows, reflections, custom materials, and configurable scenes.
- Built an RPG game in C: tactical combat system, inventory, enemy AI, and interactive interface.

Professional Experience

AI Developer — Enedis, Marseille

September 2025 — Present

- Built and orchestrated scalable real-time and batch data pipelines using **Kafka** and **Airflow**, structured complex datasets through **Neo4j knowledge graphs**, and implemented **MCP-based natural language** access to internal API routes.

July 2024 — December 2024

- Created a **hybrid anonymization system** to automatically detect and anonymize sensitive data using CamemBERT with fine-tuning and multiprocessing.
- Trained **EnEBERT models** with LoRA fine-tuning to structure unstructured textual data and detect technical entities in connection requests.

Personal Projects

Self-Hosted Mini-Rack

September 2025 — January 2026

- Built a self-hosted mini-rack to experiment with system and network architectures: virtualization, containerization, service deployment, monitoring, and automation, following production-like environments.

TekTests

March 2025 — April 2025

- Automated assessment platform based on Jenkins and Docker.
- Enables quick deployment of a standardized evaluation environment for academic projects.

References

Romain GEMIGNANI — Director, AI Lab PACA, Enedis

Ruben HABIB — Regional Academic Director, Epitech

Contact

Marseille 12e, France

+33 7 69 70 55 41

leo.gregori@epitech.eu

Nationality

French

Date of Birth

July 16, 2005

Links

[Github](#)

[LinkedIn](#)

Skills

C / C++

Python

Swift

JavaScript

TypeScript

Docker

Git

Xcode

Jenkins

Google Cloud

DevOps

Cybersecurity

Languages

French

English