Jérémy Laviole

AI Engineering Lead

I build generative AI systems.
We put it to real use.

PhD Computer Science · 2026 / FR
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NOW	R&D Engineer, CATIE — leads client projects end to end, from pre-sales to delivery · HCI and generative AI
BEFORE	Founder & Managing Director, RealityTech · PhD Internship, Microsoft Research, Redmond, WA
OPEN TO	Staff / Principal AI Engineer — or Engineering Manager · Head of AI, leading leads and experts

Selected systems

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Data analysis — 2025—2026

Home-automation and physiological sensors: data structuring, algorithmic and LLM-based analysis, habit modeling, and custom interactive visualizations.

Client project

Spatial augmented reality product — 2011—2020

Projector, camera and depth camera, with calibration software and an AR application framework: taken from PhD research to market for university customers.

RealityTech — Devices sold to universities · still in CATIE demos, 2026

Generative AI course — 2026

Adoption course, backed by a public state-of-the-art site.

CATIE — public site, in French

Full-stack web applications in Rails — 2019—

Three Ruby on Rails applications carried end to end: Peac²h, the team's platform; a management and time-tracking tool alongside Dolibarr; a SaaS automotive CRM for a startup.

Peac²h: in use across CATIE projects · CRM: RealityTech engagement, retired

Mobile app for image generation — 2024

Smartphone web application backed by custom ComfyUI workflows, on diffusion models.

Confidential client

Experience

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2020—present

R&D Engineer
CATIE

Human-Centered Systems team

- Lead client projects end to end: pre-sales, project scoping, coordination, strategic decisions, resource tracking and delivery. Supervise one engineer and one apprentice.
- Deliver client projects and internal R&D: HCI, data visualization, virtual reality, server administration.
- Work on code compilation, translation and performance: ported a physiological simulation from Python to Rust to run in the browser.
- Develop in Ruby on Rails: Peac²h, the team's platform, and a management and time-tracking web app (UX, design, code) alongside the Dolibarr ERP.
- Build generative AI systems: agents for document generation and everyday productivity, LLM-based data analysis, image generation, speech pipelines.
- Benchmark local and frontier models, then take them to production.
- Created a course on generative AI adoption and its public state-of-the-art site.

2016—2020

Founder & Managing Director
RealityTech

Spatial augmented reality

- Founded the company to industrialize the results of my PhD; completed the La Banquiz startup program.
- Designed the hardware (fab-lab grade) and software product; took it through manufacturing, production and market release for university customers.
- Hired and managed the team: one employee, freelancers and interns. Secured digital innovation funding from Région Nouvelle-Aquitaine.
- Ran market research, trade shows and communication.
- Delivered a web engagement: a SaaS automotive CRM in Ruby on Rails for a startup.

2013—2016

Research Engineer
Université de Bordeaux / Inria

- Stabilized and industrialized the software written during the PhD.

Java · OpenGL · OpenCV · Processing · Git · Jenkins

Skills

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Technical leadership
Pre-sales and project scoping · Requirements gathering · Client relations · User experience (UX) · UI prototyping · Hiring and management · Project management · Public funding

Generative AI
Agents · LLMs, local and frontier · Model benchmarking · Speech-to-text / text-to-speech · Diffusion models, ComfyUI · AI course design

Web applications
Ruby on Rails · Full-stack SaaS · HTML / CSS / JavaScript · Mobile web

Architecture & data
Software architecture · Database modeling and performance · Migrations, data volume · Linux / DevOps

Security & integration
OAuth 2.0 · Access control · Backup and recovery · ERP integration (Dolibarr)

Vision & interfaces
Spatial augmented reality · Computer vision · OpenCV / OpenGL · Calibration, real-time rendering

Languages and tools

DESIGN	Figma · Inkscape · Lucidchart
BI	Google Sheets · Dolibarr ERP · Metabase
LANG	Java · C++ · C# · Python · Ruby · JavaScript · TypeScript · Rust (AI) · Go (AI)
SYS	Linux · macOS · Windows · Server VM management · Cloud tools · Docker

(AI) Projects shipped with AI assistance

Education

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2010—2013

PhD in Computer Science
Université de Bordeaux / Inria

Spatial augmented reality: projected interfaces and physical interaction. Taught at bachelor, master and engineering-school level.

Thesis: Spatial augmented reality for physical drawing

PhD Internship 2012, 3 months — Microsoft Research, Redmond, WA (USA)

2005—2010

Master's in Computer Science
Université de Bordeaux

Image & Sound track, with distinction.

Isabelle Attali Excellence Award — Bachelor's, third year

About

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Trained as a developer, I moved into research and innovation with a PhD in spatial augmented reality. RealityTech widened the scope: running a company, hiring, sales, communication. At CATIE I grew the human side — the place of people in technology, interface design, writing and leading projects and corporate R&D.

Generative AI has changed my job: from developer to manager of AI agents. That shift excites me, and I want to put it to work in a senior hands-on role or a management one — as the expert, or leading the leads and experts.

LANGUAGES	French (native) · English (Full professional proficiency)
BASED IN	Bordeaux area, France · hybrid · Paris possible · full remote for international companies

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