Naël Charvet

Software Engineer — Software Development & AI

naelcharvet.pro@gmail.com Paris, France
linkedin.com/in/naël-charvet-205b6a201

PROFILE

Software engineer focused on software development and AI, with experience in full-stack development and RAG systems. Driven by robust software design and real-world uses of AI. Available now for a permanent or fixed-term role.

EDUCATION

ESIEE Paris 2023 – 2026
MEng — Computer Science
Exchange semester — Heriot-Watt University, 2025

ESIEE Paris 2020 – 2023
Integrated preparatory classes

Lycée St-Pierre-Fourrier 2017 – 2020
French Baccalaureate
With honors

SKILLS

Programming
Python · Rust · C · C++ · Java
JavaScript · SQL

Backend & Web
FastAPI · React · REST

AI & Data
Machine Learning · Computer Vision
RAG · Embeddings · PyTorch
Vector databases · BigQuery

DevOps & Tools
Docker · Git · GitHub
Google Apps Script

Modeling
UML · OWL · RDF · SPARQL

LANGUAGES

French — Native
English — C1 · TOEIC 945
Spanish — B1
Japanese — A2

INTERESTS

Chess & strategy games
Table tennis — 5 years
Computing & hardware
Game & software development

EXPERIENCE

EDZO Software Engineer — Final-year internship Apr. 2026 – Oct. 2026
- Developed full-stack features for a SaaS platform with **Python, FastAPI and React**.
- Designed a dashboard analyzing the usage and costs of AI models from **BigQuery** data.
- Developed and automated business processes and data processing workflows.
- Maintained and improved the reliability of decision-support tools built with **Google Apps Script and Google Sheets**.

e-Science Data Factory Software Engineer — Internship May 2025 – Aug. 2025
- Built a **RAG** pipeline in Python integrating OCR, embeddings and vector databases.
- Designed a reporting system with **OWL, RDF and SPARQL** and explored knowledge graphs.
- Developed **MCP** servers connected to Notion and deployed with Docker.
- Carried out a feasibility study of a **Graph-RAG** architecture for financial reporting.

FD&Z IT Assistant — Internship Sept. 2023 – Nov. 2023
Developed internal tools and dashboards, and automated business processes with Visual Basic.

Moloko SARL Web Developer — Internship June 2022
Developed an e-commerce website and internal tools.

PROJECTS

Rust / AI competition platform Feb. 2025 – May 2025
Built a platform to compare Rust programs playing Breakthrough, a strategy board game. Designed the game engine, match management and the integration of competing programs.

Plant disease detection Apr. 2024 – June 2024
Developed an image classification system to detect plant diseases. Used Python and deep learning frameworks such as PyTorch, TensorFlow and Keras.

Reservation management application June 2022
Designed and developed a Java application to manage restaurant reservations. UML modeling and user interface development with Swing.