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Personal Information

Phone+33 6 72 76 30 80

Email

contact@gregoire-becue.me

Portfolio (+ 150 projects)

gregoire-becue.me

Technical Skills

Languages

Java, Lua, TypeScript, JavaScript, Python

Databases

Redis, PostgreSQL, MySQL, MongoDB, MinIO, s3

Frameworks & Tools

React, SolidJS, Prisma, Node.js, Spring

Infrastructure & DevOps

Kubernetes, Docker, Linux, Cloudflare, Sentry, Ansible, AWS, GCP, Proxmox, Terraform

Methodologies

Gantt, Scrum, Kanban, Agile

Soft Skills

Humor
Technical communication & simplification
Planning & organization

Certifications

Mental Health First Aid
First Aid Certification
National Student Entrepreneur Status
Driver's License (A2, B)

Languages

Français - Native

Anglais - B2 / TOEIC : 920

Software Engineer

Grégoire Launay--Bécue

Passionate computer science student and entrepreneur, with a competitive and collaborative mindset shaped by sports practice. Curious and multidisciplinary, I aim to build a broad understanding of various domains while developing deep expertise in key strategic areas.

Education

University of Toulouse Capitole

2025 - 2027 **Master's Degree** in Computer Science and Process Engineering (MIAGE)
2026 - 2027 **University Diploma** in Student-Entrepreneur (D2E)

University of Lille

2022 - 2025 **Bachelor's Degree** in Computer Science and Application Engineering
2022 - 2024 **University Diploma** in Computer Science and Application Engineering

Professional Experience

Internship - **Software Engineer - AI (Voice & NLP)**

2026 - 16 weeks - **OVHcloud**

Designed and developed an AI-powered conversational agent integrated into a VoIP offering. Built a complete AI stack (STT, LLM, TTS) to automate call handling (reception, routing, scheduling). Benchmarked, integrated, and orchestrated multiple AI solutions along with the MCP protocol. Enhanced customer experience through an autonomous voice agent.

Internship - **Software Engineer - Architectural**

2025 - 16 weeks - **Linventif / University of Lille**

Designed the architecture of the Gmod Integration SaaS using Kubernetes (K8s). Implemented Infrastructure as Code with Terraform and Ansible. Refactored backend and frontend into strongly-typed TypeScript (Zod). Integrated WebSocket communication to reduce latency and HTTP overhead.

Internship - **Software Engineer - CICD**

2024 - 10 weeks - **Illusion 3D**

Developed features for a web-based 3D scene editor (VR/AR). Implemented editing tools: undo/redo, snapping, JSON export. Automated baking pipelines using Blender and Unreal Engine. Optimized rendering costs and performance (RTX).

Entrepreneurial Experience

Voice Transcript - SaaS IA (Voice & NLP)

2026 - Present - In Development

AI SaaS for real-time transcription and analysis of voice communications in gaming communities. Captures and transforms audio streams into text in real time. Performs behavioral analysis and toxicity detection using AI models. Automates moderation actions (reporting, muting, banning).

Gmod Integration - SaaS Gaming

2023 - Present - 300k Users

SaaS connecting Garry's Mod servers with Discord communities (1,100 servers, 300,000 users). Real-time synchronization of communications (chat, events, player data). Collection and analysis of player statistics (activity, trust factor, moderation). Centralized web-based administration interface with a freemium model.

Interests

Motorcycling, Skydiving, Climbing, Savate (French boxing), Sport Cybersecurity, E2EE, Data Privacy, Zero Trust, AI, Data Sovereignty