

# Théodore Billotte

Software Engineer • Game Developer

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Epitech engineering student (MSc-equivalent, 2027), back from a one-year computer science & AI exchange at Tsinghua University. Released a game on Steam, built mods with 850K+ downloads and back-ends now running in production. Looking for a 6-month final internship starting March 2027.

## EDUCATION

**Tsinghua University** • Academic exchange, Computer Science & AI

Sept. 2025 – July 2026

Beijing, China

- Graduate coursework: machine learning, distributed databases, big-data systems (OpenMP/MPI), computer graphics, NLP, web information retrieval, algorithm design, combinatorics.

**Epitech** • Grande École Program, MSc-equivalent in Information Technology

2022 – 2027

Montpellier, France

- Five-year project-based curriculum: C/C++ systems programming, an x86-64 assembly libc, networking, software architecture, full-stack web, DevOps. Selected for the Tsinghua exchange.

## EXPERIENCE

**Co-founder & Developer** • Ninesliced (independent game studio)

Nov. 2024 – present

- Released **Globs**, a puzzle game on Steam, iOS and Android (100% positive Steam reviews), expanded from a 96-hour GMTK 2024 jam entry rated 4.5/5.
- Built **BetterMap**, a server-side Hytale world-map mod with **850K+ downloads**; placed 5th of ~400 entries (\$1,000 prize) in Hypixel Studios' official modding contest with a 4-player roguelike game mode.

**Python Back-end Developer** • Palad / Hacker Ouvert

Mar. 2025 – June 2025

- Designed and built the entire Django back-end (plus Scaleway infrastructure) of a cybersecurity-training platform: courses and labs described in JSON/Markdown, created on the fly and rendered dynamically, with labs isolated so answers stay inaccessible.

**Java Developer (Minecraft plugins)** • Hying

June 2024 – Feb. 2025

- Built custom game modes and gameplay features (Spigot/Folia) for one of the largest French-speaking Minecraft servers (500,000+ players).

**Back-end Developer** • Mon Chasseur Immo

July 2023 – June 2024

- Migrated Make/Zapier automations into HubSpot CRM with custom Python workflows at France's leading property-hunting company; finished ahead of schedule, so the scope expanded to the .NET (C#) back-end. Continued as a freelancer after the internship.

## PROJECTS

**Naucto** (TypeScript, React, NestJS, PostgreSQL, Yjs, WebRTC)

[beta.naucto.net](https://beta.naucto.net)

- Epitech capstone (team of 6): an in-browser game IDE with real-time collaborative code, sprite and music editing via CRDTs; Lua runtime, Monaco editor, deployed on Scaleway.

**Movie recommendation system** (Python, PyTorch, scikit-learn)

2025

- Matrix factorization to neural collaborative filtering on MovieLens 20M (RMSE 0.82), hybrid genre embeddings for cold start, benchmarked against a zero-shot LLM; interactive Streamlit dashboard.

**Configuration-driven distributed data center** (Python, MongoDB, Hadoop/HDFS, Redis, Docker)

2025

- Sharded, replicated news-media architecture (~1M records, two regions) where shards, fragmentation and migration rules are added through configuration only.

## AWARDS

**1st place**, CYCOM Hackathon 2025 and CTF 2024 (Devensys Cybersecurity)

2023 – 2025

**15th / 100**, Prologin, French national programming contest (36-hour AI final)

2025

**Finalist**, Master Dev France, France's largest live-coding contest (800+ developers)

2025

## SKILLS

**Languages:** C, C++, Java, Python, TypeScript/JavaScript, C#, Lua, SQL, Haskell, x86-64 assembly, GDScript

**Frameworks:** React, NestJS, Django, FastAPI, .NET, PyTorch, scikit-learn, Godot Engine

**Systems & data:** Linux, Docker, PostgreSQL, MongoDB, Redis, Hadoop/HDFS, OpenMP/MPI, CI/CD

**Spoken:** French (native), English (fluent), Mandarin (beginner)