Olivier Couthaud

Software engineer · AI agents

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Aix-en-Provence, France · US citizen

Builds AI agent systems and says what was and was not tested. Starts agentic QA at Third Axis in November 2026.

Balatro copy replayed against the real game: **1,892** actions, no real mismatches · WorldGraph: every claim stored with the quote and page it came from

PROJECTS

WorldGraph, investigation agent early, code not public oliviercouthaud.com/worldgraph

- Agent that searches the web, reads pages and queries public records, then builds an evidence graph: each claim is stored with its quote and page, same-name entities stay apart until evidence links them, and merges are reversible. Quotes are not checked against the page.

Balatro, Rust copy of the game and an agent in progress, code not public oliviercouthaud.com/balatro

- Rust copy replayed against the real game in two passes (727 simple-play actions, then 1,165 across packs and all 28 bosses): no real mismatches.
- Agent trained from scratch on about a billion moves wins about 2 in 3 White-stake games; a separate Gold-trained version wins 2 to 5 in 100 on Gold, the hardest stake.

VOS, multi-agent assistant Sep 2025 – Feb 2026 · prototype github.com/forkei/VOS-public

- Built the SDK every agent runs on, the API gateway, the primary agent, most specialist agents and the phone-call system; voice gateway shared, app designed by Roman Slack.

Liaison, messaging between AI agents prototype, no revocation yet github.com/forkei/liaison

- Peer-to-peer messaging between AI agents with no central server: a signed message log (CRDT), certificates tying each agent to its owner, encrypted private messages (group posts are signed, not encrypted).

EXPERIENCE

AI platform engineer, agentic QA, Third Axis AI From Nov 2026

- Part-time contract: using an AI-employee product like a business owner would, and building the harness of automated agents to test it at volume.

Contract developer, Adapter Group May – Sep 2026

- Built agent prototypes on a knowledge-graph platform's API for a client. Details confidential.

Contract developer, Metropolis World Apr – May 2026

- First phase of an AI-character platform in four weeks: a chess-playing character that talks, analyses the game and is meant to feel like a person, with memories and emotions.

President, RIT AI Club Sep 2025 – May 2026

- Ran the club (hundreds of members, 10 to 50 in person per session): guest speakers, events, workshops, and a self-paced AI learning platform aimed at certifications.

Software tutor, Wyzant Jun 2025 – Mar 2026

- Built at least six client projects and walked each client through how and why they worked, including a finance research agent.

EDUCATION

Rochester Institute of Technology, New York Sep 2024 – Jan 2026

- Computer science, accelerated BS/MS. Not completed: left in January 2026 to build full time.

SKILLS

Languages	Python, TypeScript, Rust, Dart (Flutter)
Systems and tools	FastAPI, PostgreSQL, Weaviate, RabbitMQ, Docker, Linux, GCP, MCP, Gemini and Anthropic APIs
ML	PyTorch, JAX, PPO
Human languages	English and French, both native