

Jérémie Escach

SOFTWARE ENGINEER — PYTHON/TYPESCRIPT, AGENTIC AI & BACKEND ARCHITECTURE

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PROFILE

15+ years of programming practice, **3 years full-time** as a professional engineer. I design and build production-grade agentic AI systems and the backend infrastructure underneath them — including a from-scratch agent framework that replaced LangGraph for a legal AI platform, and an independent compliance SaaS delivered solo for a paying client. Comfortable owning a system end-to-end: architecture, implementation, and the judgment calls in between.

LANGUAGES

Python,
TypeScript, SQL,
JavaScript

BACKEND & FRAMEWORKS

FastAPI,
SQLAlchemy 2,
Next.js, React

AGENTIC AI & RAG

OpenAI &
Anthropic, agent
orchestration +
memory, hybrid
RAG (BM25 +
pgvector)

DATA

PostgreSQL,
pgvector, Redis,
Row-Level
Security

DEVOPS & TOOLS

Docker, CI/CD,
Turborepo,
Scaleway, Scalingo

EXPERIENCE

Co-Founder & CTO — KGM Technologies

JUL 2025 – PRESENT · FRANCE

Legal AI platform for French law firms

- Designed and built a production agent framework from scratch, replacing LangGraph — now running **~90,000 lines** of Python in daily use by law-firm clients
- Architected a dual-database, per-organization encryption system that physically isolates client data — **one compromised tenant can't expose another's**
- Set technical direction for a **3-person founding team**, owning the system from architecture through deployment

Freelance Software Engineer — Notalyse

DEC 2025 – APR 2026 · FRANCE

KYC/AML compliance SaaS for French notarial offices

- Delivered the platform **solo, end-to-end** — frontend, backend, infrastructure, CI/CD — for a paying client under real deadlines
- Replaced a **~1-hour manual check** with an automated pipeline across **6 official** data sources
- Caught a sanctions match the same client's manual search had missed — **closing a real compliance gap**

Co-Founder & Lead Engineer — Nightmare

OCT 2024 – JUL 2025 · FRANCE

AI Dungeons & Dragons Game Master (research project)

- Built and validated a working proof of concept with real users before pivoting the team to **found KGM Technologies**

Independent Software Engineer

2018 – 2024 · SELF-DIRECTED

- 6 years** of self-directed practice — game modding, bots, reinforcement learning, automation — the foundation for the professional work since 2024

EDUCATION

Self-taught — coding since age 10, 15+ years of practice before going full-time as a professional engineer in 2024.

LANGUAGES

French — Native (C2) · English —
Fluent (C1)

INTERESTS

Aquascaping & planted biotopes ·
Tabletop RPGs · Cross-domain
learning (science, systems, game
design).

AVAILABILITY

Available for senior-level
contract engagements —
agentic systems, RAG
pipelines, backend
architecture.