Carina Chirouter

AI Workflows & Automation Engineer · junior on recent AI tools (Claude Code, MCP), 7 years of self-taught dev & servers

I build tools, automations and agent teams with Claude Code that are reliable, with tested guardrails.

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PROJECTS (2026)

- **Multi-agent studio**: ~20 Claude Code agents run by a custom orchestrator (PowerShell + Python; headless sessions, one git worktree per agent, merge only on my yes, checks before every commit, human-approval queue, night mode with a token budget, web dashboard).
- **Roblox game for kids** built by the agents in 19 days: ~46,000 lines of Luau, 62 Python balancing simulators, ethical monetisation.
- **Game production pipeline** (Godot + Blender): project rules, tested safety hooks, script-built 3D models via MCP, 923 automated tests.
- **Real-time dashboard** to run several Claude Code sessions at once (hooks, sub-second alerts, usage stats).
- **Safe agent tooling**: Python launcher with 40 tests, hooks that block dangerous actions, 10 reusable skills.

EXPERIENCE

- **IT sales advisor**, Chip7 (2023-2024): customer advice, product demos, first-level tech support.
- **Volunteer**, Bordeaux food bank (2020-2021): reception, organisation, teamwork.

- **e-artsup**, Bachelor in Game Design / Animation (first year, Toulouse, 2024): 3D in 3ds Max, digital drawing in Photoshop.
- **Self-study** (2024-2025): after the first year of design school, I kept learning on my own, until I found Claude Code.
- **French baccalauréat** (2024).

SKILLS

Claude Code (CLAUDE.md, skills, hooks, subagents, headless mode, MCP) · multi-agent orchestration (custom orchestrator, PowerShell + Python) · prompt engineering (role assignment, written instructions, allowed tools) · human-in-the-loop review · agent isolation (one git worktree per agent) · guardrails (tested hooks) · prompt-injection safety, OWASP LLM01 (tool-less agents for untrusted text) · git (worktrees, branches) · PowerShell · Python · Godot / GDScript · Roblox / Luau · Blender scripting · ffmpeg · quality control and automated testing (unit and end-to-end) · reviewing and grading AI output

LANGUAGES

French (native), English (C1).

Built by directing Claude Code: I design, split the work, set the rules, check and test.