



Christophe Boucher

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Born in 1971, Christophe Boucher has spent over three decades working at the intersection of artistic creation and technical invention: music, set design, electronics, film, code. One constant throughout: when existing tools fall short, build your own.

It started early. At twelve he was already in his father's radio studios, learning to put a show together. In school he picked up electroacoustic music, video, and dance. In 1993 he founded Fragrance, his first company, writing, composing and performing a musical theatre piece for young audiences that premiered at the Avignon Festival. He went on to co-create the company Fil de fer et Chatterton, then the touring festival Avalon System. In 2014 he co-founded l'Affabuleuse Compagnie, developing filmed paper theatre, pop-up scenography, and custom-built automated capture and projection systems.

Along the way, he kept designing technical systems for the stage and beyond: semi-automated rigs synchronising sound, light and video, motorised projection and capture setups, research into converging multiple media into unified, responsive systems. Whether for his own companies or on commission, the impulse was always the same.

These were also years of steady work as a musician, composer, stage manager and music director: tours, incidental music, teaching, and audiovisual production including directing, editing, visual effects and 3D animation for live performance. Nomad'Studio, his production outfit, mobile for years before finding a permanent base, carried most of these collaborations and commissions. More recently, politically engaged virtual reality works shown in contemporary art exhibitions, and large-scale projection mapping. Today, a cooperative audiovisual production company is being co-founded.

In late 2022, large language models changed everything. For years he had been developing several platforms independently, each solving a specific problem. They had all been missing the same piece. What he had always been looking for, a way to connect systems he had always built separately, suddenly became possible. He dove in, studied memory architectures, agentic systems, and structured reasoning, and began designing a cognitive and solidarity-driven ecosystem: independent software components that work together to help people structure their thinking, organise their memory, cooperate, and share resources. The project grew out of a personal need. A mind that branches too fast, thoughts too dense for any existing tool. And a bet: that what helps the most restless and chaotic minds ends up making things simpler for everyone. Grounded in free and open-source principles, it is built on clear foundations: frugality, robustness, resilience, sovereignty, non-retention. RecyClique, an open-source management platform for reuse centres, is its first real-world application.