Julien MERLE Mobile developer



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github.com/B3ird

Information

Birthdate 12/26/89 (34 y.o.)

Driving license: B (manual cars)

📜 Diplomas

2013 Master

5 year university degree in computer science focused on multimedia and image processing

University of Burgundy

2011 Bachelor

3 year university degree in computer

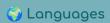
University of Burgundy

2010 Diploma of Higher Education 2 year technical degree in software

engineering

2008 Advanced Level

High-school diploma in science



French - Native language

English - Advanced (C1)

Spanish - Basic knowledge

Multimedia

Game engine: Unity 3D, Godot



Nature, Cycling, Drawing, Computer design, DIY, 3D printing, drone Blockchain, **Mechanic**, Retro-gaming

Expertise



2023 - 2024 (1 year): Software developer - Freelance Analysis, support and development of solutions for clients

- Audit and maintenance of native Android applications in Kotlin
- ✓ Development of cross-platform applications (mobile, web and desktop) using Flutter
- ✓ Implementation of a MySQL database and development of CRUD for mobile applications
- ✓ Development with Godot of a configurable 3D images generator to feed an AI



2017 - 2023 (6 years): Lead developer - Full time job

NOMEO Apps Panel ₱ Lyon

Production of Android applications from conception to development as a mobile expert.

- Mobile applications development on MVP and MVVM architecture under Java, Kotlin and Flutter languages
- Development of AAR Android library and Flutter bridge
- ✓ Implementation of REST API, WebSocket and Bluetooth communication
- Local data saved with SQLite, Room, Couchbase
- Versioning (GitFlow) of GitLab/GitHub sources with code review (Pull requests)
- ✓ Bugs investigation and fixes (JIRA, ClickUp)
- ✓ Applications design (wireframes, consultant UI/UX material design)
- Estimation (charges, risks, plannings, Gantt chart)
- Technical manager (R&D, technical solution finder, prototyping)
- Technical docs and specs writing (JavaDoc, KDoc, ReadMe.com)
- App management and monitoring with Firebase (push, analytics, crashlytics, distribution)
- Authentication code implementation: JWT, OAuth 2.0, Google Sign-In, Facebook Login
- ✓ Maps integration (location, markers, itinerary, tiles) with Google map, OSM, MapBox
- Setting up in-app purchases with Google and Stripe
- App stores publication on Google Play, Huawei AppGallery and Amazon Appstore
- Hiring process (interview, technical tests, supervision)
- ✓ Application of Agile (Scrum, Kanban, XP) methodologies
- ✓ Setting up unit tests (Kotest)



2013 - 2017 (4 years): Software engineer - Full time job ATSUKE Apocope ₱ Dijon

Conception and development of websites and mobile applications for major brands.

- Android applications development on MVP clean architecture under Java language
- Web development on MVC clean architectures with Zend Framework, Symfony, Codelgniter and Silex
- Development of admin back-offices (C.R.U.D.)
- Creation of responsive designs (mobile, tablet & desktop) with PHPTAL, Sass, jQuery, Ajax
- Development of REST API (JSON) and requests monitoring (Curl, Postman)
- ✓ Database management with Oracle and MySQL (PhpMyAdmin)
- ✓ Bugs investigation and fixes (Trello, Redmine)
- Setting up online payments with ATOS
- Maps integration (location, markers, measures) with Google map
- ✓ App store publication on Google Play
- Application of Agile (Scrum, Kanban) methodologies
- Supervision of web developer interns



2013 (6 months): Developer - Internship ATSUKE Apocope ₱ Dijon

Development of websites within a marketing environment.

- ✓ Implementation of MVC web clean architectures under Zend Framework and Symfony
- ✓ Development of admin back-offices (C.R.U.D.)
- Creation of responsive designs (mobile, tablet & desktop) with PHPTAL, Sass, jQuery, Ajax
- ✓ Application of Agile (Scrum, Kanban) methodologies



2010 (3 months): Developer - Internship **EADS Airbus** † Toulouse

Development of internal projects within Airbus airplane repair service.

- ✓ Development of VBA forms in order to automatise administrative files generation
- ✓ Development of a web platform giving access to a large scale list of technical files
- Development of an analytic software to identify deprecated and duplicated files on a storage server

