



JULIEN CONAN

Software Architect · DevOps & Full-Stack Engineer · Freelance

Certified Azure Devops

CONTACT INFORMATION

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LINKEDIN PROFILE

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PRESENTATION

Software architect and full-stack engineer with more than 10 years of experience in designing, modernizing and making critical applications more reliable. Passionate about CI/CD, software quality and automation, I support organizations in the improvement of their technical practices, migration to the cloud and digital transformation. Available for freelance assignments: software architecture, application modernization, CI/CD, DevOps, Azure cloud.

SKILLS

Languages : C#, .NET, JavaScript/TypeScript, SQL, Python, PowerShell

Frameworks : ASP.NET, Angular, Unity, WPF

Cloud & DevOps : Azure, AWS, Docker, Kubernetes, Azure DevOps, TeamCity, Jenkins, GitLab, GitHub Actions

Quality & Tools : SonarQube, NuGet, ProGet, Chocolatey, ElasticSearch

Methodologies : Scrum, Kanban, Software Craftsmanship, CI/CD, IaC

Systems : Windows Server, Linux, WSL2

Key areas of expertise : Software architecture · CI/CD · Azure Cloud · Modern applications · DevOps · Software Quality · Automation

PROFESSIONAL EXPERIENCE

Software Architect

Aurera – Île-de-France, Occitanie and PACA

February 2019 – July 2025

- Design and evolution of .NET, Angular and SQL applications, used by several dozen to several hundred users depending on the project.
- Improvement of CI/CD pipelines, reducing delivery times by 20–30% and increasing overall environment stability.
- Deployment and adoption of SonarQube across 60–80% of projects, strengthening code quality and automated rule enforcement.
- Contribution to modernization initiatives: module refactoring, containerization, performance optimization and reduction of recurring production incidents.
- Automation of technical operations using PowerShell, Terraform and YML, cutting repetitive manual tasks by 30–50%.
- Facilitation of technical workshops and DevOps coaching for teams of 5 to 20 people, improving practices and development workflows.
- Execution of technical audits and prototypes on short cycles (2–4 weeks), supporting the validation of architectural decisions prior to implementation.
- Contribution to functional and technical coordination: writing user stories, tracking epics and accelerating the resolution of blockers.

Software Engineer – Back-end & DevOps

Cdiscount · Astek · Bordeaux May 2017 – November 2018

- Back-end development in .NET / .NET Core within Scrum teams, working on high-traffic, business-critical services.
- Design and evolution of microservices (payment, eligibility), API integration and SQL performance optimization.
- Implementation and execution of automated tests (unit, integration, performance).
- Contribution to DevOps practices: feature flipping, versioning, configuration management, Swagger documentation, and participation in deployment processes.
- Development of technical prototypes in C++ (simulators, touch-based interactions).

Tech stack: C#, ASP.NET / .NET Core, T-SQL, Python, Gherkin, C++, Git/TFS, SQL Server, Swagger, Windows, Unreal Engine, QtCreator.

CTO & Co-Founder – Technical & Product Leadership for a VR/AR Startup

Ainolabs – Biarritz, France June 2015 – May 2017

- Co-founded a startup specializing in interactive VR/AR solutions for SMEs and mid-sized companies.
- Defined the technical vision, architectural choices and product strategy.
- Designed and developed immersive applications using Unity 3D and Android.
- Led projects end-to-end: specifications, design, planning, development and production deployment.
- Managed customer relations, operational maintenance and ongoing technical support.
- Coordinated partners, contractors and multidisciplinary teams.
- Conducted forward-looking studies on VR/AR use cases for public and private organizations.

Key achievements:

- Virtual Surf – large-scale interactive installation (Cité de l’Océan – ~400,000 visitors/year).
- Virtual Apple Juice Production Workshop (Bressuire).
- Virtual Trip 360° – immersive video player for Android.
- VR/AR research studies for Paris Airport Authority and CapSciences.
- Participation in major cultural and innovation events: Nuit du Tourisme, La Belle Hélène (Opéra d’Avignon), 24h de l’Innovation.

PROJETS

Web Administrator since 2012 – management, maintenance and hosting

alt-skate.fr
enduit-naturel.fr
propagraff.com
pyrénées-randonnées.fr
petittrain-bretagne.com

VOLUNTEERING

Association de Longboardeurs Toulousains

Sport - Secretary for 3 years, helping and developing the local community through trainings and official events.

EDUCATIONAL CURRICULUM

ESTIA - École Supérieure des Technologies Industrielles Avancées

2009 - 2012 Engineering Degree

The University of Salford

2010 - 2012 MPA Salford Msc Automation and Robotics

Université de Bretagne Occidentale

2008 - 2009 DUT GEII, Génie électrique et informatique industriel

LANGUES

English (bilingual), French (native), Spanish (basics)

Other languages: Portuguese, Chinese, Basque, Breton (basics)

LICENCES

Car (B)
Motorcycle (A)

INTERESTS

 **Running & Outdoor**: swimming, running, mountain, cycling

 **Adventures**: travel and discoveries

 **Longboard**: commitment, progression, surpassing oneself and team spirit

 **Travail Créatif**: photography, drawing, design

 **Tech Playground**: robotics, prototyping, DIY

 **Continuous Learning**: reading, technology monitoring, personal optimization

 **Esprit Entrepreneur**: mechanics, DIY, continuous improvement

PREVIOUS EXPERIENCES

R&D Engineer – Human–Machine Interfaces (UX/UI)

ESTIA – Bidart, France

September 2012 – June 2015

- Designed interactive interfaces and contributed to complex multidisciplinary R&D projects.
- Conducted needs analysis, defined technical choices and authored functional and technical specifications.
- Built hardware and software prototypes involving audio/video, biometric and physiological sensors.
- Integrated SDKs, developed APIs and implemented testing pipelines.
- Led motion capture sessions, including acquisition, processing and evaluation.
- Developed features in C#, C++, Java, PHP and SQL, performed integration testing, and ensured corrective and evolutionary maintenance.
- Provided technical support (levels 1 to 3), delivered user training and wrote user manuals.

Key achievements:

- Touchscreen cockpit interface (MS Surface SDK – Nexter Systems).
- Deployment of physiological sensors for Airbus.
- Data collection and user testing in operational conditions (Android – Nexter Systems).
- Redesign of a data acquisition platform and statistical evaluation workflows (Android – Airbus).
- Interactive content and animations in Unity 3D (Malandain Ballet Biarritz).
- Immersive training room (Unity 3D – Domolandes).
- Natural interaction interface for learning (Unity 3D – Institut Culturel Basque).

CERTIFICATIONS

Azure Devops

Kubernetes

Docker

AVAILABILITY

Immediate — freelance services

Indicative ADR: 550–650 € / day (depending on context)