Julien Larzul

Education

Université du Québec à Chicoutimi (UQAC)

Master's in Cybersecurity

Expected Graduation: 2026
Chicoutimi, QC, Canada

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Polytech Lyon

2021 - Expected Graduation: 2026

Diplôme d'ingénieur en informatique (Computer Engineering)

Lyon, France

- Double degree program: Engineering and Master's studies in Cybersecurity
- Relevant coursework: Cybersecurity, Data Analysis, Computer Networks, Software Engineering, Algorithms, Machine Learning

Work Experience

 ${\bf Lizeo~Group} \\ {\bf Sep~2024-Jan~2025}$

R&D Intern - Machine Learning

Lyon, France

- Optimized Large Language Models (LLMs) for opinion mining, testing prompt engineering strategies and automating CSV pipelines for large-scale sentiment analysis, reducing manual processing time.
- Benchmarked and integrated alternative models via AWS Bedrock (Claude 3.5 Sonnet) to reduce monthly costs of GPT-4 usage, learning YAML configuration and API deployment.
- Developed an image compliance verification pipeline for **Rolex**, leveraging **ResNet50 embeddings** and **cosine similarity** to automate retailer homepage conformity checks.
- Compared feature extraction methods (SIFT, ORB, SURF) and implemented SURF for layout validation through gravity center distance matrices.
- Contributed to an OCR fusion project combining **KerasOCR**, **PaddleOCR**, **docTR** to enhance brand detection accuracy in watch retailer carousels.

Projects

Mobile Forensics (UQAC) | Ongoing

Autopsy

- Analyzed and extracted mobile device data (messages, GPS, images) on Android.
- Implemented traceability and evidence preservation workflows for digital investigations.

Log Management & Anomaly Detection (UQAC) | Ongoing

ELK | Kibana | Rsyslog | Suricata

- Deployed a SIEM using ELK (Elasticsearch, Logstash, Kibana) with IDS/IPS integration (Suricata).
- Created dashboards and correlation rules to detect anomalies and visualize intrusion attempts.

Metaheuristics Optimization (Polytech Lyon) | 2024

Python

- Implemented metaheuristic algorithms (Tabu Search, Simulated Annealing) to solve NP-hard optimization problems.
- Developed visualizations (heatmaps, convergence analysis) to evaluate algorithm efficiency.

Slime Chunk Finder (Personal Project) | 2024

React | TypeScript | Java

- Developed a Minecraft web tool to calculate and visualize slime chunks dynamically using Java's RNG.
- Built an interactive React interface with grid rendering, zoom, and dynamic overlays.

Technical Skills

Languages: Python, Java, SQL, HTML, CSS, JavaScript, PHP, .NET

Developer Tools: Git, AWS, Kibana, Elasticsearch

Libraries/Frameworks: ReactJS, Spring Boot, PostgreSQL

Spoken Languages: French (native), English (B2)