



## Julien Nunes

**Date of birth:** 11/08/1998

**Place of birth:** Luxembourg, Luxembourg

**Nationality:** French

### CONTACT

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<https://github.com/siul008> (Github)

### WORK EXPERIENCE

01/12/2020 – 01/02/2024 Mamer, Luxembourg

#### RPA - Robot Process Engineer Rcarré S:A.

- Developed internal applications to streamline processes, including car and credit card booking systems, client usage summaries within apps, and digital signature capabilities, among other features.
- Automated internal tasks such as invoicing, Know Your Customer (KYC) procedures, alerts, and stock management to improve efficiency.
- Designed and implemented custom Robotic Process Automation (RPA) solutions tailored to customer needs.
- Debugged and optimized RPA solutions previously developed by others for clients, ensuring functionality and performance.
- Contributed to a wide range of additional tasks and projects to support operational and technical objectives.

01/06/2019 – 01/09/2019 Mamer, Luxembourg

#### Internship Rcarré S:A

Creation of offers for clients, scheduling for employees, purchasing and negotiating with suppliers, handling client calls.

### EDUCATION AND TRAINING

10/03/2025 – CURRENT Belval, Luxembourg

#### 42 - Specialization 42 Luxembourg

Website <https://42luxembourg.lu/fr/accueil/>

19/02/2024 – 10/03/2025 Belval, Luxembourg

#### 42 - Common Core 42 Luxembourg

Website <https://42.fr/en/what-is-42/42-program-explained/>

2023 Mamer, Luxembourg

#### Microsoft Certification / PL-500 RPA Developper Microsoft

2020 Metz, France

#### BTS Management des Unités Commerciales Super Formation Metz

Level in EQF EQF level 5

### LANGUAGE SKILLS

**MOTHER TONGUE(S):** French

**OTHER LANGUAGE(S):** English

### SKILLS

Linux

#### CODING LANGUAGES

C# | Python | C | C++ | PowerFX | .NET | Javascript

#### SOFTWARES

Blender | Unity | FMOD | Git | Power Apps | Power Automate

### PROJECTS

10/2024

#### Transcendence | 42 School Project

Full Stack Multiplayer Web Game

Transcendence was the last project of the 42 school cursus. It is a full stack online multiplayer Pong game. The goal was to create a website where users could create accounts to play the retro game Pong. I mainly took care of all the game aspects namely : game backend, game design, visuals, particle system, matchmaking, tournament, game customization, achievement and much more. I also helped on.

The connection between clients were handled using Django's websockets

Link <https://github.com/siul008/TranscendencePong42/blob/main/README.md>

07/2024

## 42 Seconds | Game Jam

42 Seconds is a Game Jam game made in Unity for the Game Creation Contest for the LGX Convention.

- 3D Game developed in 1 week with the theme "42"
- The goal is to beat various puzzles in 42 seconds each.
- Winner of the 2024 game jam organized by LGX and 42 Luxembourg

Link <https://ejacquem.itch.io/42seconds>

## Elden Ring Twitch Integration | Personnal Project

This project is a .NET program that allows a Twitch streamer to create some twitch reward that will interact with the game "Elden Ring"

- Memory Manipulation to interact with the game
- Using twitch APIs to create a bot and react to viewer's command
- Reverse engineering to find memory adresses to executes the needed actions
- Windows form for a user-friendly interface

Link <https://github.com/siul008/EldenRingTwitchIntegration>

2022

## KYC Automation | Business Project

Power Automate Flow to generate / update KYC database

- Website scraping to search for customers, taking screenshot when necessary and correcting old data in the KYC database
- Regular expression cleanup to allow to find customers (SARL S.A.R.L...)
- Generating and correcting CSV files

## Sharepoint Sites Automation | Business Project

Developed an automated SharePoint site creation and management system for a profesionnal customer using Power Automate and SharePoint APIs.

- Enabled users to define site details via a SharePoint list, triggering automatic site creation based on a predefined template.
- Implemented automated folder generation for specified countries and categories, custom permissions management, and dynamic updates (e.g., adding/removing users and permissions).
- Streamlined site administration by reducing manual intervention and ensuring real-time synchronization.

2023

## Power Apps Digital Invoicing & Stock Management Solution | Business Project

Developed a Power Apps application to streamline stock usage tracking and invoicing for field technicians.

- Designed a SharePoint-based inventory system where technicians could log used spare parts, add intervention details, and capture customer information
- Implemented a digital signature feature for on-site validation and automated PDF generation summarizing materials and service details.
- Integrated SMTP email functionality to instantly send invoices to clients, stock managers, and technicians, reducing manual reporting and improving efficiency.

07/03/2025 – 09/03/2025

## 48h Robotics Hackathon – Quarter-Finalist (8th/50) | ExoLegend 2025

Participated in an intense 48-hour robotics hackathon, designing and programming a C++ robot to navigate a shrinking maze, collect and deploy bombs, and engage in 2v2 battles.

- Developed motor control, sensor-based navigation, and strategic decision-making to optimize performance while avoiding hazards.
- Implemented efficient memory and performance management to adapt to limited hardware.
- Designed a decision tree for real-time optimal actions.
- Worked in a team of three, effectively managing tasks to meet tight deadlines.
- Ranked **8th out of 50 teams**, reaching the quarter-finals.

## HOBBIES AND INTERESTS

Bouldering

Piano

Playing / Developing video games