Julien Bailly

Full-Stack Web Developer (Adobe Certified Professional Developer)
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Professional Summary

Full-stack developer with 5 years of professional experience in web and e-commerce development. Certified Magento 2 specialist who has built and optimized numerous B2B/B2C e-commerce sites with a focus on performance and SEO. Versatile developer with additional experience in Python and machine learning projects, as well as freelance web/mobile development. Strong problem-solving skills and client-facing communication. Open to new challenges in a dynamic international environment.

Work Experience

Magento 2 Certified Full-Stack Developer – 410 Gone (Lyon, France | 2020 – 2025)

- Developed B2B and B2C e-commerce websites using the Magento 2 framework (Adobe Commerce and Enterprise).
- Built custom Magento modules and converted design mockups into fully functional themes. Implemented performance optimizations and SEO best practices to improve speed and search visibility.
- Liaised directly with clients and hosting providers to troubleshoot and resolve day-to-day technical issues.

Freelance Web & Mobile Developer – Self-Employed (2019 – present)

- Developed web and mobile applications for clients as a part-time freelancer while completing a university degree.
- Created and maintained multiple websites using WordPress and custom CMS solutions, delivering projects from concept to launch.

Technical Skills

- **Web Development:** HTML5, CSS3, JavaScript (ES6+), PHP (Magento 2, Laravel), SQL
- **DevOps & QA:** Docker, MySQL, Redis, Varnish, Elasticsearch/OpenSearch, Blackfire, Jenkins, GitLab CI/GitHub Actions, Nginx
- **Programming & ML:** Python (PyTorch, scikit-learn), MLflow, Java (Android), C# (Unity), C++, Arduino
- **Other:** SEO best practices, Web scraping techniques

Education

- **B.Sc. in Computer Science** – University of Grenoble Alpes, France
  Equivalent to Licence 3 Informatique – general computer science curriculum. Left program to pursue full-time freelance work.
- **University Diploma in Technology, Computer Science (DUT Informatique)** – IUT2 Grenoble, France (2019)
  Two-year intensive program in software development and computer science.
- **Scientific Baccalauréat (High School Diploma)** - Lycée du Forez, Feurs, France (2017)
  French secondary education diploma, science track, with honors (Mention Bien).

Languages

- **French**: Native
- **English**: Fluent (professional working proficiency)
- **Spanish**: Upper-intermediate (C1)
- **Danish**: Beginner

Key Side Projects

ATP Tennis Match Prediction Platform : Developed a complete machine learning pipeline for ATP tennis data, including custom scraping from official ATP websites, feature engineering, visualization, model training, and optimization. Built an interactive Streamlit web app for match prediction between two players.
Automated daily betting recommendations from a screenshot of betting sites, extracting odds and generating a summary of high-value predictions.
Achieved 0.75 ROC AUC across multiple models (LightGBM, XGBoost, Random Forest, Keras).

NBA Match Outcome Prediction System : Extended the tennis pipeline to handle 10x larger datasets and daily scraping of NBA match results and bookmaker odds. Focused on improving scalability and maintainability of the entire data flow. Built a modular system capable of adapting to other sports by adjusting the scraping logic. Achieved 0.74 ROC AUC, with robust model deployment pipelines.

Autonomous Trading Bot with LLMs : Built a modular system combining financial data scraping (real-time and historical), technical indicator computation (~20 indicators with rolling windows), and contextual portfolio analysis. Integrated local LLMs using Ollama to analyze technical, fundamental, and sentiment data, then generate daily trade decisions based on current portfolio state.
Currently exploring ML models to enhance or replace LLM-based decision layers.

3D Modeling & Embedded Systems :

- Built a **mosquito trap prototype**, combining bait diffusion and controlled ventilation, optimized using 3D-printed parts for testing airflow efficiency and structural design.
- Designed and prototyped an **autonomous laser turret**, featuring motion detection via OpenCV, an IP camera feed, and Arduino-controlled actuators for real-time target tracking.

Additional Creative & Technical Projects : Built a wide range of side projects across various domains. Developed multiple data scrapers and small automation scripts, including a system to generate TikTok-style videos with voiceovers and visuals based on curated trivia in niche topics (e.g. private investigators, treasure hunters).
Created several indie video games (PC, mobile, and VR) using Unity, including experimental gameplay prototypes.

Personal Interests

- **Strategy games & game theory:** passionate about games where strategic thinking and probabilistic reasoning are essential. Competitive player in **chess**, **Hearthstone** (Top 0.05% EU each season since 2020) and **poker**.
- **DIY & prototyping:** 3D modeling and printing, Arduino projects, automation systems.
- **Outdoor & hobbies:** Skiing, climbing, fossil hunting, mycology.
- **Music:** Self-taught ukulele and drum player.