

JULIEN MONTMARTIN

SENIOR SOFTWARE ENGINEER

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📍 45 rue de la Vallée, 37390 Saint-Roch

EDUCATION

2019

Blockchain Developer, Alyra

2002 - 2003

Master Degree in Computer Science, University Paris VII
(DESS Logiciels Fondamentaux)

1997 - 1999

Licence Degree in Physical Measurements, University of Burgundy
(DUT Mesures Physiques)

TECHNICAL SKILLS

- C / C++ / Rust 🦀
- C# / PowerShell / Python
- Linux (shell, admin, tools)
- Design Patterns / POO
- TCP-IP / socket / Wireshark
- Cryptography, OpenSSL
- Emacs / VS / Xcode / CLion
- Git / Perforce
- CMake
- Qt Core

INTERESTS

- Outdoor sports (cycling, running, hiking)
- Reading
- Photography
- Beekeeping

PROFIL

Experienced software engineer with strong expertise in C++ and cross-platform development. Passionate about software craftsmanship, system architecture, and delivering end-to-end solutions. Focused on technical excellence, clean code, and maintainable systems. Frequently involved on server-side components and platform-specific implementations.

EXPERIENCE

DXO – SENIOR SOFTWARE ENGINEER (C++/PYTHON/MACOS/WINDOWS)

Dec. 2023 - Nov. 2025

- Member of the Core team (11 engineers), working closely with the Imaging team.
- Made several contributions to the cross-platform image processing framework used by products such as PhotoLab, PureRAW, Nik Collection, FilmPack, and ViewPoint.
- Focus on macOS platform support and technical feasibility studies.
- Tools: C++20, CMake, Xcode, CLion, Python, GoogleTest, Atlassian Suite.

MEGA INTERNATIONAL – BACKEND DEVELOPER (C++/C#)

Sept. 2019 - Nov. 2023

- Part of the Backend team (15 engineers) within the R&D Lab.
- Maintained and evolved the HOPEX platform (Web/COM/SQL Server stack on Windows).
- Focused on core C++ modules, refactoring, and reducing technical debt.
- Led HTTP client module and indexing engine.
- Oversaw C++ unit testing framework and environment automation.
- Mentored junior developers and new hires.

DEVIALET – EMBEDDED SOFTWARE ENGINEER (C++/LINUX)

Apr. 2016 - May 2017

- Developed next-gen software framework for Phantom wireless speaker system.
- Worked on embedded Linux (ARM), distributed architecture, and networking components.
- Debugging and analysis of system-level bugs.
- Technologies included D-Bus, rtnetlink, custom Linux builds.
- Développement en C++11 sous Linux avec Qt Core, rtnetlink et D-Bus

4D SAS – SOFTWARE ENGINEER (C++/MULTI-PLATFORM)

Jun. 2009 - Feb. 2016

- Contributed to 4D and Wakanda product lines (RAD platforms for web and client/server apps).
- Ported Wakanda to Linux (build system overhaul, shell scripting, debugging with Valgrind).

- Owned networking stack (IPv6, DNS, proxy support), SSL integration (OpenSSL).
- Integrated Windows authentication (SSO), maintained WebKit's HTTP backend.
- Developed APIs (C++, JavaScript, 4D) with a focus on network and security standards.

IPANEMA TECHNOLOGIES – SOFTWARE ENGINEER (C++/CORBA)

Nov. 2007 - May 2009

- Maintained centralized network management software across Windows and Solaris.
- Developed in C++ using CORBA architecture (TAO), TDD with Python.

SECURACTIVE – NETWORK DEVELOPER (C++/LINUX)

Nov. 2005 - Oct. 2007

- Designed and developed a custom network sniffer (libpcap-based) for traffic analysis.
- Ran on Linux/NanoBSD; supported multiple interfaces and real-time flow export in Python.

PROSODIE – SOFTWARE ENGINEER (C/C++)

Feb. 2004 - Oct. 2005

- Built DB module (PostgreSQL/OpenLDAP) for virtual call center software.
- Developed protocol translation gateways, modular billing tools, and system integrations.

INTERNSHIPS

- LCF Rothschild AM – ASP/SQLServer tools with XML/XSLT generation (2003)
- Smartping – HTTPS flow measurements using Mozilla API and Python/Prolog (2002)
- Net2S – Log analyzer in C with Lex/Yacc, GTK+, PostgreSQL (2001)
- GPSConsulting – Security log analysis tool in C (2000)
- INSU – Assembler development on a microcontroller-based acquisition board (1999)