Raphaël Maigret

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SUMMARY

French-American Computer Science student at **EPITECH** with a strong interest in video games, low-level programming, and game development. Skilled in C, **C++**, Python, and Assembly, with experience building graphics-focused projects and several games. Enjoys tackling technical challenges in game engines and visual programming.

SKILLS

Technical: C, C++, Python, Unity, Unreal Engine, Assembly, CSS, JSX
Language: Bilingual French-English

EDUCATION

EPITECH 2023 - 2028

Related Coursework: Systems Programming, Network Programming, Computer Graphics, Game Development, Shell Scripting, Software Architecture, Version Control (Git), Low-Level Programming (C/Assembly), Object-Oriented Programming (C++), Python Scripting
GPA: 3.60/4.00

EXPERIENCE

Personal Project - 3D Multiplayer Board Game September 2025
Solo Game Developer (Unity / C# / Multiplayer)

- Currently developing a 3D board game in Unity as a solo project, focusing on gameplay architecture and system design.
- Implementing turn-based logic, state management, and UI systems in C#, ensuring scalability and maintainability.
- Strengthening skills in object-oriented programming, debugging, and performance optimization.

Epitech — R-Type Multiplayer Rebuild March 2025
Engine & Gameplay Programmer (C++ / ECS / Multiplayer Architecture)

- Designed and implemented a custom high-performance ECS architecture in modern C++, with efficient data-oriented memory layouts and scalable system pipelines.
- Built core engine modules from scratch (entity lifecycle, event flow, update scheduling, collision systems), emphasizing clean, modular, and maintainable low-level code.
- Developed deterministic gameplay logic and multiplayer-ready mechanics, ensuring stable synchronization and reliable real-time behavior under complex game scenarios.

Personal Project — 3D Illusion Puzzle Game Feb 2025
Solo Game Developer (Unity / C# / Ray Casting)

- Created a 3D puzzle game in Unity centered around forced perspective and optical illusions, inspired by games like Superliminal.
- Utilized ray casting techniques to dynamically scale and reposition objects based on player viewpoint, enabling unique illusion-based mechanics.
- Built all gameplay systems, visual logic, and level design independently, focusing on intuitive player experience and creative mechanics.

GreyParrot Aug 2024 - Dec 2024
Intern - Deep Learning Researcher

- Developed and trained deep learning models using a self-created, proprietary database.
- Tested and benchmarked new theoretical approaches against updated datasets to enhance model performance.
- Collaborated closely in a small team of four, working directly with a mentor to refine algorithms and improve outcomes.