

Maxime Capuano

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malkaviel.github.io/particle/

Education

Professional bachelor degree 2018 - 2019

- Puy-en-Velay IUT, France.
- Academic interests: Medical imaging, 3D mathematics, algorithms and programming.
- Developed a MRI visualization software with the Unity Game Engine and the Microsoft Hololens, to display and manipulate MRI images on top of patients in real-time.

DUT 2015 - 2017

- Puy-en-Velay IUT, France.
- Academic interests: General computer science knowledge, C++ and C# programming, 3D mathematics and algorithms, game development.
- Developed a complete 2D game with the Unity Game Engine with a group of 14 students.
- Reworked the Puy-en-Velay IUT's website.

Professional Experience

OpenStudio

2018 – 2019

Back-end Web Developer (Apprenticeship)

- Puy-en-Velay, France.
- Helped at the development of new functionalities, correction of bugs, and refactoring of the back-end framework and plugins used by OpenStudio.
- Worked on the introduction of automating tools and debugging tools in the development process, in order to automatically test the websites functionalities, make their deployment easier and make the development and debugging of projects easier and faster.

FB Digital

2017

Back-end Web Developer (Internship)

- Brioude, France.
- At first, assisted the lead developer with small tasks, in order to gain experience with the tools used by FB Digital (PHP, Symfony web framework, Thelia e-commerce framework).
- Later, worked as the lead developer on an e-commerce project, implementing most back-end functionalities.

Personal Projects

The Forgotten Ark

2017

- A first person shooter arena in a sci-fi universe, where the player can select its archetype to fit its play-style.
- A game prototype made with Unreal Engine 4.

Maskerad Game Engine

2018

- An open-source game engine written in Rust.
- Game engine prototype, to understand the architecture and functionalities of game engines.
- Mostly inspired by the Bitsquid Game Engine, made by Fatshark Game Studio, and the game Quake, made by Id Software and John Carmack.