

# Maxime Capuano

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## Education

Professional bachelor degree 2018 - 2019

- Le Puy-en-Velay's Technological Academic Institute (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.

Two-year university diploma (DUT) 2015 - 2017

- Le Puy-en-Velay IUT, France, and UQAC, Chicoutimi, Canada.
- Academic interests: General computer science knowledge, C++ and C# programming, 3D mathematics and algorithms, game development.
- Third semester at the University of Quebec At Chicoutimi (UQAC), Canada.
- Developed a 2D game with the Unity Game Engine with a group of 14 students.

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## Business Experience

OpenStudio – Le Puy-en-Velay, France 2018 – 2019

*Back-end Web Developer (One-year-long apprenticeship)*

- Development of new functionalities, correction of bugs, and refactoring of the back-end framework and plugins.

- 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 – Brioude, France

2017

### *Back-end Web Developer (Four-months-long Internship)*

- 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).
- Worked as the lead developer on an e-commerce project.

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## Personal Projects

### The Forgotten Ark

2017

- A first person shooter arena in a science-fiction universe.
- Made in 3 months by two persons: An artist and me as a programmer.
- Objectives: Getting acquainted to the Unreal Engine 4 tools and workflow.
- Main features: Multiple weapons, realistic wound rendering system.

### Maskerad Game Engine

2018

- An open-source game engine written in Rust.
- Objectives: Understanding the architecture and general functionalities of a game engine.
- Main features: Multithreading via a threadpool, Entity-Component-System, Client/Server architecture.
- Work in progress, you can find the source code on [Github](#).