

Marc Ducret

Game Developer, Software Engineer
and Computer Scientist



EXPERIENCE

Fivemid, Paris, France — Co-Founder

January 2021 - Present

C#, Unity

Complete development of Dice Kingdoms, a multiplayer strategy game released on Steam and built with Unity. Clean code and architecture enabled great productivity as the only programmer of the project. Combat system that simulates hundreds of units in a deterministic and performant manner. Well received by players, with more than 200 "Very Positive" reviews.

AyoLab, Paris, France — Backend Developer

September 2019 - March 2023

Scala

Design, implementation and maintenance of micro-services. Built systems to recognize products based on text and images on e-commerce websites.

BlueCargo, Paris, France — Industry Internship

April 2019 - August 2019

Python, C# and Java

Simulation and optimization in container ports. Built simulation and visualization tools to evaluate and design optimizations of port operations.

USC, Los Angeles, USA — Academic Internship

March 2018 - August 2018

Python and Java

Developed a platform for large scale multi agent deep reinforcement and imitation learning in Minecraft. Designed learning environments and ran experiments, under Fei Sha's supervision.

Slimevoid, France — Co-founder

2011 - 2013

Java

An unofficial organization about creating mods for Minecraft. Our "Little Blocks Mod" was downloaded over a million times.

PROJECTS

Portfolio — marc.ducret.io

Some of the projects I am the most proud of.

EDUCATION

"MVA" Master, Paris, France

September 2018 - August 2019

"MVA" stands for Mathematics, Vision and Learning and is reputed master program in machine learning with a mathematical approach.

École Normale Supérieure, Paris, France

September 2016 - August 2019

Bachelor's degree in Computer Science (with 16.5/20 avg. grades). First year of Master's (with 17.4/20 avg. grades).

Lycée du Parc, Lyon, France — "Classes préparatoires"

September 2014 - July 2016

Two intense years to prepare entry contests for prestigious schools. I spent my first year in "MPSI" and the second in "MP*".

Baccalauréat Science, Villefontaine, France

June 2014

Highest honors, 20/20 in Mathematics, Physics and Engineering

PERSONAL

Born in 1996.

Located in Paris, 75006.

+33 6 05 35 84 00

marc.t.ducret@gmail.com

SKILLS

Programming since 2008 in various languages: C#, Java, Scala, Python, C++, GLSL, Rust, OCaml, Lisp.

Diverse technologies: Unity, Unity DOTS / ECS, Shaders, OpenGL, TCP, PostgreSQL, PyTorch, Tensorflow, Kubernetes, Keras, Android.

Clean code and efficient collaboration.

Fluent in English and French.

Computer understanding from CPUs' circuitry to compilation and OS development (with in-depth school projects).

Theoretical science in **mathematics**, computer science and **physics**. In particular: **Complexity**, **Cryptography**, **Compilation**, **Optimization**, Machine Learning, Neural Networks, Computer Vision.

Usage of LaTeX, Blender, Photoshop, Premiere Pro.

COMPETITIONS

"Coupe de France de robotique" junior

28th/61 — 2014

French national programming contest "Prologin"

4th/81 — 2013

11th/94 — 2017

"Ludum Dare" Game Jam

67th/3000 — Innovation — 2017

225th/2500 — Overall — 2019

Google CodeJam

2nd round (top 4500) — 2019

INTERESTS

Game development from conceptual design to implementation.

3D simulation and visualization tools. Rendering.

Competitive or creative video games.

E-sports and cinema.