



# Maxence Maire

Engineer in Computer Science  
Sorbonne Université

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## Language proficiencies:

French (native),

English (fluent, TOEFL)

Spanish (B1)

## Programming languages:

C, C++, C#, Python, Java,

GDScript

- *experienced*

HTML/CSS, JavaScript

- *advanced*

SQL, OCaml, Shell, Assembly

- *familiar*

## Other skills and interests:

Driver's license (Category B)

Game Design

2D and 3D animation

3D modelling (Blender)

Electronics

Sport fencing

Woodworking

## Education :

2022-2023 - Master's degree in Computer Science, Distributed Systems, Robotics, Operations Research, Interaction, Decision  
- *Sorbonne Université, Paris, France*

Unity Projects, Agile Development, Robotics, Serious Game Development, Game Theory, Human-Computer Interaction, Multi-Agent Design

2019-2022 - Double degree in Computer Science and Modern Literature  
- *Sorbonne Université, Paris, France*

Study abroad semester: **Software Development**, Cyber security courses

- *University of Aberdeen, Aberdeen, United Kingdom*

Algorithmics, Networks, Skills in C, Python, Java, Linux, Software Development

Studies in Literature, Stylistics, Grammar and Creative Writing

2019 - Baccalaureate in Sciences - Highest Honors  
- *Lycée Épin, Vitry-sur-Seine, France*

## Professional experiences and personal projects :

2023 - Research Internship: optimisation of microchips used in organ-on-a-chip technology  
- *Okayama University, Okayama, Japan*

2023 - Involvement in the organisation of a Gaming Festival, which included game conferences and multiple indie game developers  
- *Sorbonne Université, Paris, France*

2021-2023 - Development of the video game Echoes (programming and game design; game created using the Godot game engine)

2019-2023 - Participation in 10 Game Jams (participation alone or in teams, games created using Unreal Engine 4, Godot, Unity)

2023 - Research on swarm robotics: work within a Sorbonne University and CNRS project: behavioral programming on robot swarms  
- *ISIR Laboratory, Paris, France*

2021 - Development of the game Cats are long liquid (programming and level design; game created as part of a collaborative project)

2020 - Creation of an arcade cabinet (engineering project, Raspberry Pi 4)

2017 - Job shadow at Ubisoft Montreuil

