



Maxence Maire

Student, Programmer, Game Designer

I am a French student living in Paris and currently pursuing a Master's degree in Artificial Intelligence, Human-Computer Interaction, and Game Development at Sorbonne Université. Parallel to my studies, I have been involved in the creation of various game projects, from game jams, to student games, to personal projects of my own!



Fly me to the Sun

/Task:/ Programming

/Date:/ June 2022

/Type:/ Game Jam Project

/Team:/ 5 hobbyists and professionals



In this project, I had the privilege of collaborating with a team of highly experienced and talented professionals.

This experience was a great opportunity for me to explore a new workflow and to learn some valuable insights about game development under tight constraints.

Research Internship in Japan

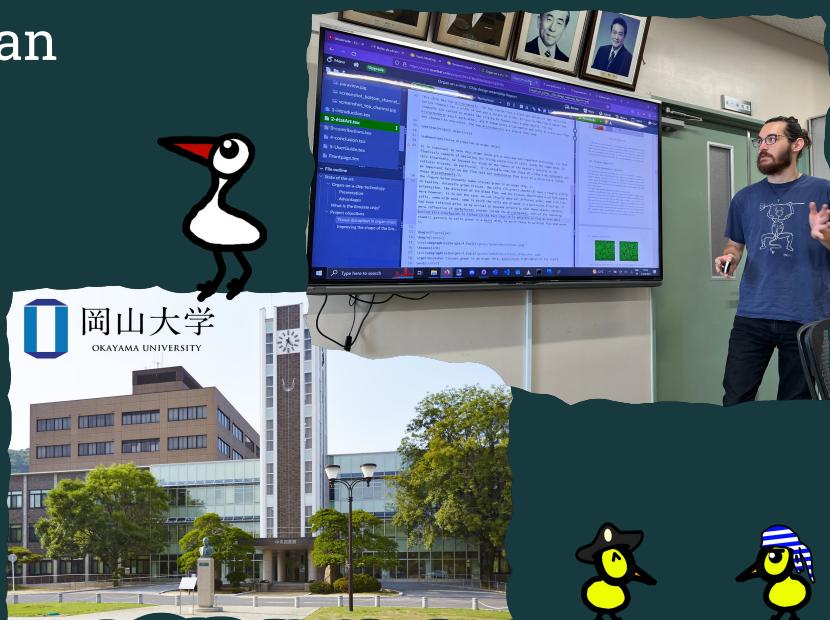
/Task:/ Computer Science, CFD optimization

/Date:/ June - September 2023

/Topic:/ Organ-on-a-chip technology

/Supervisor:/ Ken Takahashi, Associate Professor at Okayama University

While working under Professor Takahashi's guidance, I had the honor of actively participating in captivating research on Organ-on-a-chip technology, which I contributed to by conducting computer simulations and modeling of the chips.



Echoes



/Task:/ Programming, Level Design
/Date:/ February 2021 - December 2022
/Type:/ Student Game



Echoes stands as the largest project I have worked on. It started out as a game jam project, but through a year and a half of development, testing and refinement, ended up becoming a fully realised game, complete with 15 intricately designed levels and 3 challenging boss fights.

This project provided me with the opportunity to create a comprehensive video game, taking a prototype and exploring the ways in which it could be explored and expanded upon.

I was especially challenged when coming up with various level mechanics to support the main game mechanic – solving puzzles with clones of the player – in order to keep the experience engaging and surprising.



Serious and Educational Games



10 000 ways that won't work

/Genre:/ Mathematics Game, Stealth Game
/Date:/ December 2019 - March 2020



The potential games have in education is undeniable. With the ever-increasing demand for quality education, serious games will prove critical in shaping the world of tomorrow.

As part of my Master's degree program, I am studying the role of adaptive progression and data analysis within serious game development. Additionally, I am exploring the ways in which serious games can complement traditional teaching methods, by providing professors with valuable feedback on their students' challenges and achievements.

Corewar ++

/Genre:/ Coding Game
/Date:/ April - August 2021



Other Game Jams projects

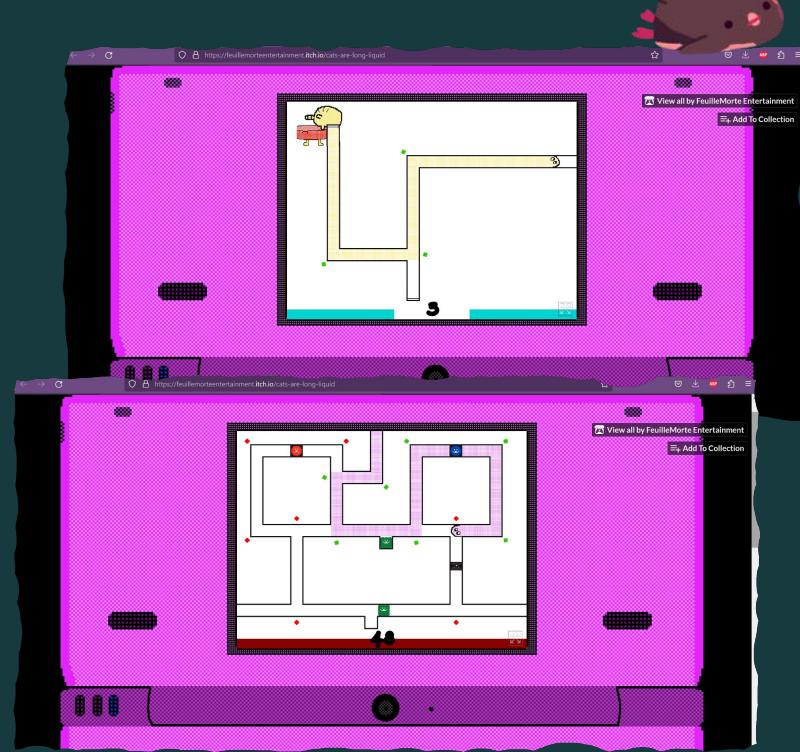


Santé!

/Task:/ Programming
/Date:/ June 2022
/Type:/ Game Jam Project
/Genre:/ Light Strategy Game

Cats are long liquid

/Task:/ Programming, Level Design
/Date:/ May 2021
/Type:/ Personal Project
/Genre:/ Rhythm Game



Scrambled!

/Task:/ Programming, Level Design
/Date:/ April 2022
/Type:/ Game Jam Project
/Genre:/ Action Arcade Game

We have a mole

/Task:/ Game Design
/Date:/ August 2023
/Type:/ Game Jam Project
/Genre:/ Paper RPG System

