



# Maxence Maire

Master in Computer Science  
Sorbonne Université

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## Programming languages:

Experienced: C, C++, C#, Python,  
GDScript, Blueprint

Advanced: Java, SQL, JavaScript

Familiar: OCaml, Assembly

## Game development skills:

Game Engines (Unity, Godot, Unreal)

Teamwork (GitHub, GitLab)

Project management

Game Design, Level Design (Canva)

Graphic Design (UI and UX design)

3D modelling (Blender classes)

## Language proficiencies:

French (native)

English (fluent, *TOEFL*)

Spanish (B1)

## Others:

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing

Woodworking, Pyrography

## Professional experiences and personal projects :

- 2024** - **Game programmer** for a multiplayer VR event for the 2024 Paris Olympic Games at [Monsieur K](#) and [Virtual Room](#) (C++ optimization, gameplay development and real-time rendering in Unreal Engine 5)
- 2023-2024** - **Development on [CoVR: an experimental VR system with haptic feedback](#)** (implementation with the system's SDK), at *ISIR Laboratory*
- 2023** - **[Research internship in bioengineering](#)**: optimisation of microchips used in organ-on-a-chip technology, at *Okayama University, Japan*
- 2023** - **Involvement in the organisation of a [Gaming Festival](#)**, which included game conferences and multiple indie game developers, a [Game Jam](#), as well as the [Projet Pixel](#), a game development competition
- 2022-2023** - **[Research on swarm robotics](#)**: low-level behavioral programming and signal processing on robot swarms (*ISIR Laboratory* and *CNRS* project)
- 2021-2023** - **Development of the video game [Echoes](#)** (programming, game design and level design; game created using the Godot game engine)
- 2019-2023** - **[Participation in over 13 Game Jams](#)** (participation alone and in teams, games created using Unity, Unreal Engine 4, Godot)
- 2021** - **Development of the game [Cats are long liquid](#)** (programming and level design; game created as part of a collaborative project)
- 2021** - **Creation of an arcade cabinet** (using a Minitel and a Raspberry Pi 4)

## Education :

- 2022-2024** - **[Master's degree in Computer Science: Human-Computer Interaction, Distributed Systems, AI and Robotics](#)**  
- *Sorbonne Université, Paris, France*  
Multi-platform development (desktop, mobile, VR, others), Probabilistic and Statistical models, Game Development, Human-Computer Interaction and Graphical User Interface research, Multi-Agent Systems, Serious Game Design
- 2019-2022** - **[Double degree in Computer Science and Modern Literature](#)**  
- *Sorbonne Université, Paris, France*  
Study abroad semester: Software Development, Cyber security, English Literature  
- *University of Aberdeen, Aberdeen, United Kingdom*  
GitHub/GitLab, Networks, Study of Design Patterns, Graphic APIs  
Studies in Literature, Stylistics, Grammar and Creative Writing
- 2019** - **High School Diploma in Science - Highest Honors**  
- *Lycée Épin, Vitry-sur-Seine, France*