



Maxence Maire

Engineer in Computer Science
Sorbonne Université

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 - [Game development on CoVR: a VR room with haptic feedback](#)
- ISIR Laboratory, Paris, France

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)

2022-2023 - [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](#)

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Language proficiencies:

French (native),

English (fluent, TOEFL)

Spanish (B1)

Programming languages:

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

- *experienced*

GDScript, JavaScript, SQL

- *advanced*

OCaml, Shell, Assembly

- *familiar*

Game development skills:

Game Engines (Unity, Godot, UE4)

Game Design, Level Design (Canva)

2D and 3D animation

3D modelling (Blender)

Other skills and interests:

Driver's license (Category B)

Electronics

Sport fencing

Woodworking