Maxence
Maire

Computer Science student
Sorbonne Université

Online Portfolio

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17 rue Jean Le Galleu

94 200 Ivry-sur-Seine

Language proficiency:

French
- **fluent**

English
- **C1**

Spanish
- **B1**

Programming languages:

Python, C, C++, GDscript
- **advanced**

Java, C#, HTML/CSS
- **familiar**

SQL, OCaml
- **beginner**

Interests:

Coding

2D and 3D animation

Electronics

Woodworking

Sport fencing

Game Design

Education :

2022-2023   - **Master degree in Computer Science, distributed agents, robotics, operations research, interaction, decision**
- *Sorbonne Université, Paris, France*
- Algorithmics, **machine learning**, game theory, **multi-agent design**, robotics, **serious game** development
- Study of **software ergonomics**, **production methodologies**

2019-2022   - **Double degree in Computer Science and Modern Literature**
- *Sorbonne Université, Paris, France*
- **Study abroad semester**
  - *University of Aberdeen, Aberdeen, United Kingdom*
- Study of several programming languages : C, Python, Assembly, Java, Javascript, OCaml, SQL
- Studies in literature, stylistics, grammar, history of language and writing

2019   - **French 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   - **Research on swarm robotics**: work within a Sorbonne University and CNRS project: behavioral programming on robot swarms
- *ISIR Laboratory, Paris, France*

2022   - **Design of a wireless electric fencing strip prototype** (engineering and programming, using Arduinos and radio modules)

2021-2022   - **Development of the video game Echoes** (programming and game design; game created using the Godot game engine)

2019-2022   - **Participation in several Game Jams** (participation alone or in teams, games created using Unreal Engine 4, Godot, Unity)

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