# Maxence Maire

## Computer Science student
## Sorbonne Université

mm.maxencemaire@gmail.com

+33 (0)6 70 81 20 54

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**
- intermediate

**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*
- Algorithmics, **machine learning**, game theory, **multi-agent design**, robotics
- Study of **software ergonomics**, **production methodologies**, serious games design

**2019-2022** - **Double degree in Computer Science and Modern Literature**
- *Sorbonne Université, Paris*
- **Study abroad semester**
  - *University of Aberdeen*
- 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*

## Professional experiences and personal projects :

**2023** - **Research on swarm robotics** : work within a project of Sorbonne University and CNRS: behavioral programming on Pogobots from the ISIR laboratory

**2022** - **Design of a wireless electric fencing strip prototype** (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 Godot or Unreal Engine 4)

**2020** - **Creation of an arcade cabinet** (built using a Minitel, a Raspberry Pi 4, and the software RecalBox)