



Maxence Maire

Game Developer
Software Engineer
Master in Computer Science

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Programming languages:

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

Advanced: Java, SQL, JavaScript

Familiar: OCaml, Assembly

Game development skills:

Game Engines: Godot, Unreal, Unity ;
Plugin development (Godot Engine)

Teamwork: GitHub, GitLab

Project management

3D modelling: Blender

Language proficiencies:

French (native)

English (fluent, *TOEFL*)

Spanish (B1)

Others:

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing, Free Climbing

Woodworking, Pyrography

TTRPGs: Player, GM, System design

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 multiplayer integration in Unreal Engine 5)
- 2023-2024** - **Development on [CoVR: an experimental VR system with haptic feedback](#)** (optimization, Unity, custom SDK), at *ISIR Laboratory*
- 2022-2024** - **Organisation of [Gaming Festivals](#)**, which included game conferences and multiple indie game developers ; of [Game Jams](#) ; of the [Projet Pixel](#) (project lead, programming)
- 2021-2024** - **Development and Publishing of board games:** [Tribunazes](#), [Memo Combo](#) and [L'ordre d'Aset](#) for a non-profit organization
- 2023** - **[Research in bioengineering](#)**: optimisation of microchips used in organ-on-a-chip technology, at *Okayama University, Japan*
- 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)
- 2018-2023** - **[Work in multiple collaborative projects and game jams](#)** (tools used: Godot, Unity, Unreal Engine 4, GameMaker)

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), Game Development, Probabilistic and Statistical models, Human-Computer Interaction and Graphical User Interface R&D, 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*