



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

Networks, Algorithmics, Skills in C, Python, Java, Javascript

Studies in Literature, Stylistics, Grammar and Creative Writing

2019 - **French Baccalaureate in Sciences - Highest Honors**
- Lycée Épin, Vitry-sur-Seine, France

Language proficiencies:

French (native),

English (fluent, TOEFL)

Spanish (B1)

Programming languages:

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

- *experienced*

HTML/CSS, JavaScript

- *advanced*

SQL, OCaml, Shell, Assembly

- *familiar*

Other skills and interests:

Driver's license (Category B)

Game Design

2D and 3D animation

3D modelling (Blender)

Electronics

Sport fencing

Woodworking

Professional experiences and personal projects :

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)

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)

