



# Maxence Maire

Computer Science student  
Sorbonne Université

[Online Portfolio](#)

[mm.maxencemaire@gmail.com](mailto: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

- 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 project of Sorbonne University and CNRS: behavioral programming on Pogobots from the [ISIR laboratory](#)

- ISIR Laboratory, Paris, France

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 Unreal Engine 4, Godot, Unity)

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