Maxence Maire

Computer Science student
Sorbonne Université

[Online Portfolio](#)

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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*
  - 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*
  - **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 Internship at Okayama University, Japan**: [optimisation of microchips](#) used in organ-on-a-chip technology

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, Unity and Unreal Engine 4)

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