Maxence
Maire

Engineer in Computer Science
Sorbonne Université

mm.maxencemaire@gmail.com

+33 (0)6 70 81 20 54

17 rue Jean Le Galleu

94 200 Ivry-sur-Seine

Language proficiencies:

French (native)

English (fluent, *TOEFL*)

Spanish (B1)

Programming languages:

Experienced: **C, C++, C#, Python, JavaScript, GDScript**
Advanced: **Java, SQL, Blueprints**
Familiar: **OCaml, Assembly**

Game development skills:

Game Engines (Unity, Godot, Unreal)

Teamwork (GitHub, GitLab)

Project management

Game Design, Level Design (Canva)

Graphic Design (UI and UX design)

3D modelling (Blender classes)

Other skills and interests:

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing

Woodworking

Education :

2022-2023   - <u>Master's degree in Computer Science</u>: **AI, Human-Computer Interaction, Operational Research, Distributed Systems**
- Sorbonne Université, Paris, France

Student Projects, Agile Development, Robotics, Unity Game Development, Human-Computer Interaction, 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 courses
- University of Aberdeen, Aberdeen, United Kingdom

GitHub/GitLab, Networks, Study of Design Patterns, Software Development
Studies in Literature, Stylistics, Grammar and Creative Writing

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

Professional experiences and personal projects :

2023   - **Game development** on <u>CoVR: a VR room with haptic feedback</u>
- ISIR Laboratory, Paris, France

2023   - <u>Research Internship</u>: optimisation of microchips used in organ-on-a-chip technology
- Okayama University, Okayama, Japan

2023   - **Involvement in the organisation of a <u>Gaming Festival</u>**, which included game conferences and multiple indie game developers
- Sorbonne Université, Paris, France

2019-2023   - <u>Participation in over 13 Game Jams</u> (participation alone or in teams, games created using Unity, Unreal Engine 4, Godot)

2021-2023   - **Development of the video game <u>Echoes</u>** (programming and game design; game created using the Godot game engine)

2022-2023   - <u>Research on swarm robotics</u>: work within a Sorbonne University and CNRS project: behavioral programming on robot swarms
- ISIR Laboratory, Paris, France

2021   - **Development of the game <u>Cats are long liquid</u>** (programming and level design; game created as part of a collaborative project)

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

2017   - **Job shadowing at Ubisoft Montreuil**