Maxence Maire

Engineer in Computer Science
Sorbonne Université

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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

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

2019-2023 - Participation in several 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

2021-2022 - **Development of the video game Echoes** (programming and game design; game created using the Godot game engine)

2022 - **Design of a wireless electric fencing strip prototype** (engineering and programming, using Arduinos and radio modules)

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

Language proficiency:

French (native),
English (fluent, TOEFL)
Spanish (B1)

Programming languages:

C, C++, C#, Python, Java
- experienced
HTML/CSS, Javascript
- advanced
SQL, OCaml, Shell, Assembly
- familiar

Other interests and abilities:

Driver's license (Category B)
Game Design
2D and 3D animation
Electronics
Sport fencing
Woodworking