



Maxence Maire

Programmer, Game Developer, Inventor

I am a game developer, holding a Master's degree in **Game Development, Human-Computer Interaction, Artificial Intelligence and Robotics** from Sorbonne University in Paris. I have been involved in various projects, from the development of a **VR attraction for the 2024 Olympics** to **academic research projects** around games and game development!



Development of a Multiplayer VR attraction

/Date:/ January - August 2024

/Topic:/ VR, Multiplayer, UE5

/Company:/ Monsieur K, a design and production studio based in Paris

During this project, we developed a VR game for the 2024 Summer Olympics in Paris. The project was installed as a VR attraction near La Cité des Sciences for the duration of the Olympics and Paralympics. It could accommodate for up to 10 players at a time.

Research in Bioinformatics

/Date:/ May - September 2023

/Topic:/ Organ-on-a-chip technology, CFD

/Supervisor:/ Ken Takahashi, Associate Professor at Okayama University

While working under Professor Takahashi's guidance, I had the honor of furthering progress on a captivating research project about Organ-on-a-chip technology and its applications in medicine, which I contributed to by conducting computer simulations and dynamic modeling of the chips.



Echoes

/Task:/ Game Design, Level Design
/Date:/ February 2021 - December 2022
/Type:/ Indie Game



The Stanley Mansion

/Task:/ Game Design, Programming
/Date:/ October 2023
/Type:/ Game Jam Project (Winner)

This project was a 24 hours physical student Game Jam, held at Sorbonne Université. It was one of the most fun events I had the pleasure of joining, and making a game in a single day was both a lot of pressure and an incredible race against time.



In the end, we built a very interesting detective game, in which the narrator presents the events of a murder mystery right as they are about to happen, giving the player a very brief and sometimes much needed warnings...



Serious and Educational Games



The potential games have in education is undeniable. With the ever-increasing demand for quality education, serious games will prove critical in shaping the world of tomorrow.

As part of my Master's degree program, I am studying the role of adaptive progression and data analysis within serious game development. Additionally, I am exploring the ways in which serious games can complement traditional teaching methods, by providing professors with valuable feedback on their students' challenges and achievements.

In particular, I have extensively worked on SPY, a serious game developed by Sorbonne Université, used to teach programming to young children.

On this project, I have worked on the **visual code editor**, on **user profiling from databases**, and developed an **online data visualizer for teachers**.

Spy



/Task:/ Programming

/Genre:/ Coding Game

/Date:/ October 2023 - January 2024

/Type:/ Research Project in Academia

10 000 ways that won't work

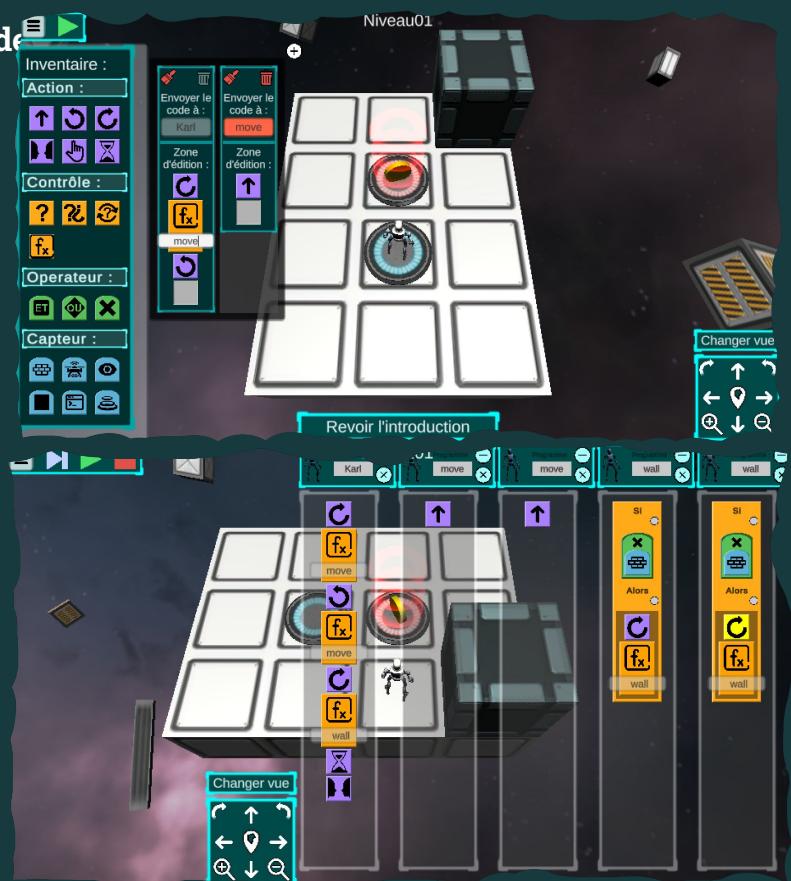
/Genre:/ Mathematics Game, Stealth Game

/Date:/ December 2019 - March 2020

Corewar ++

/Genre:/ Coding Game

/Date:/ April - August 2021



Other Game Jams and Collaborative projects

Fly me to the Sun

/Task:/ Programming

/Date:/ June 2022

/Type:/ Game Jam Project

In this project, I had the privilege of collaborating with a team of highly experienced and talented professionals.

This experience was a great opportunity for me to explore a new workflow and to learn some valuable insights about game development under tight constraints.



Cats are long liquid

/Task:/ Programming, Level Design

/Date:/ May 2021

/Type:/ Collaborative Project

/Genre:/ Rhythm Game



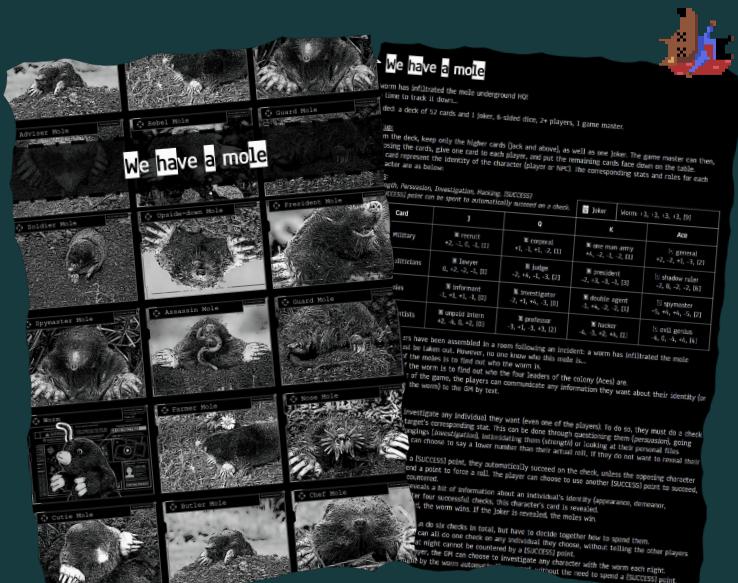
Scrambled!

/Task:/ Programming, Level Design

/Date:/ April 2022

/Type:/ Game Jam Project

/Genre:/ Action Arcade Game



We have a mole

/Task:/ Game Design

/Date:/ August 2023

/Type:/ Game Jam Project

/Genre:/ Paper RPG System

