



# Maxence Maire

Engineer in Computer Science  
Sorbonne Université

## Education :

2022-2023 - [Master's degree in Computer Science](#), Distributed Systems, Robotics, Operations Research, Interaction, Decision

- Sorbonne Université, Paris, France

Student Projects, Agile Development, Robotics, Game Development (Unity), 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

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

## Language proficiencies:

French (native),

English (fluent, *TOEFL*)

Spanish (B1)

## Programming languages:

C, C++, C#, Python, JavaScript

- *experienced*

Java, SQL, GDScript

- *advanced*

OCaml, Shell, Assembly

- *familiar*

## Game development skills:

Game Engines (Unity, Godot, UE4)

Teamwork, Project management

Game Design, Level Design (Canva)

3D modelling (Blender)

## Other skills and interests:

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing

Woodworking

## Professional experiences and personal projects :

2023 - **Game development** on [CoVR: a VR room with haptic feedback](#)

- ISIR Laboratory, Paris, France

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 over 13 Game Jams](#) (participation alone or in teams, games created using Unity, Unreal Engine 4, Godot)

2021-2023 - **Development of the video game [Echoes](#)** (programming and game design; game created using the Godot game engine)

2022-2023 - [Research on swarm robotics](#): work within a Sorbonne University and CNRS project: behavioral programming on robot swarms

- ISIR Laboratory, Paris, France

2021 - **Development of the game [Cats are long liquid](#)** (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**