



# Maxence Maire

## Student, Programmer, Game Designer

I am a French student, currently pursuing a Master's degree in **Game Development, Human-Computer Interaction** and **Artificial Intelligence** at Sorbonne University in Paris. Parallel to my studies, I have been involved in the creation of various game projects, from game jams, to student games, to many personal projects of my own!

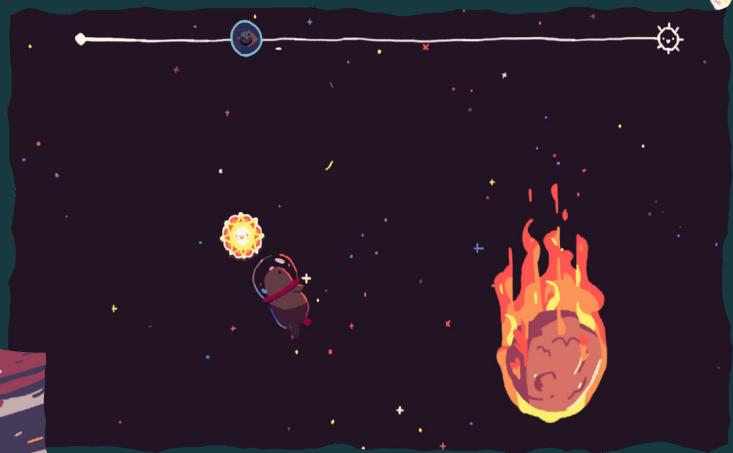
### Fly me to the Sun

**/Task:/** Programming

**/Date:/** June 2022

**/Type:/** Game Jam Project

**/Team:/** 5 hobbyists and professionals



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.

### Research Internship in Japan

**/Task:/** Computer Science, CFD optimization

**/Date:/** June - September 2023

**/Topic:/** Organ-on-a-chip technology

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

While working under Professor Takahashi's guidance, I had the honor of actively participating in captivating research on Organ-on-a-chip technology, which I contributed to by conducting computer simulations and modeling of the chips.



# Echoes



/Task:/ Game Design, Level Design

/Date:/ February 2021 - December 2022

/Type:/ Student Game



*Echoes* stands as the largest project I have worked on. It started out as a game jam project, but through a year and a half of development, testing and refinement, ended up becoming a fully realised game, complete with 15 intricately designed levels and 3 challenging boss fights.

This project provided me with the opportunity to create a comprehensive video game, taking a prototype and exploring the ways in which it could be explored and expanded upon.

I was especially challenged when coming up with various level mechanics to support the main game mechanic – solving puzzles with clones of the player – in order to keep the experience engaging and surprising.



# The Stanley Mansion

/Task:/ Game Design, Programming

/Date:/ October 2023

/Type:/ Game Jam Project (Winner)

/Team:/ 5 students

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. In a project for the ANDROIDE Master's Degree, I have added functions to the game, as this was something not yet available to the player.

## Spy



/Task:/ Programming

/Genre:/ Coding Game

/Date:/ October 2023 - January 2024

/Type:/ Master's Degree Project

/Team:/ 3 students

## 10 000 ways that won't work

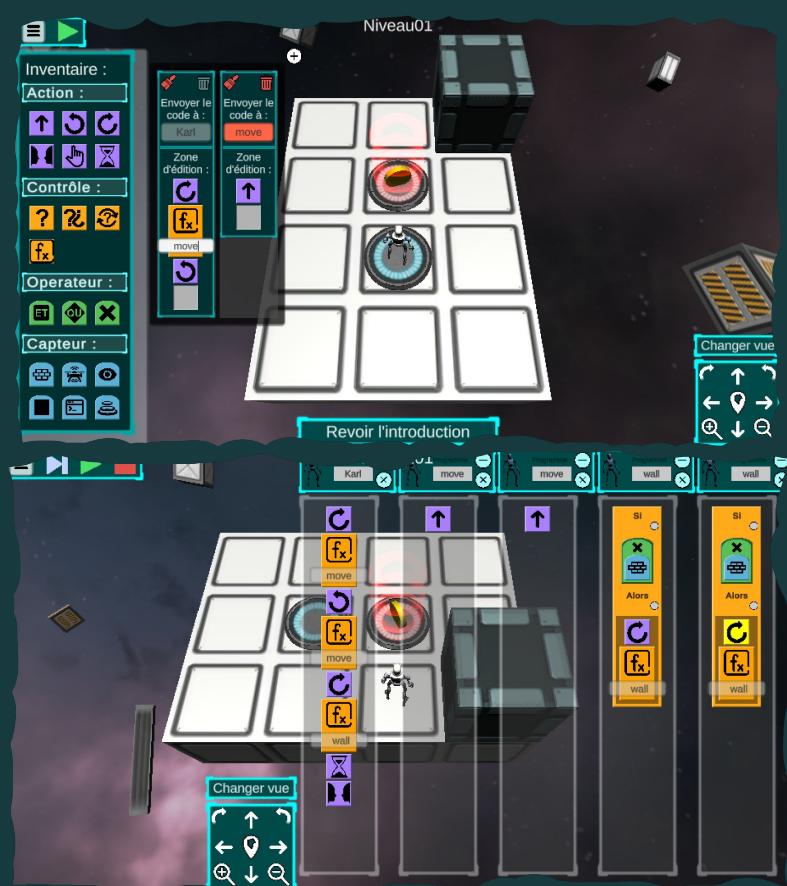
/Genre:/ Mathematics Game, Stealth Game

/Date:/ December 2019 - March 2020

## Corewar ++

/Genre:/ Coding Game

/Date:/ April - August 2021



# Other Game Jams and Collaborative projects

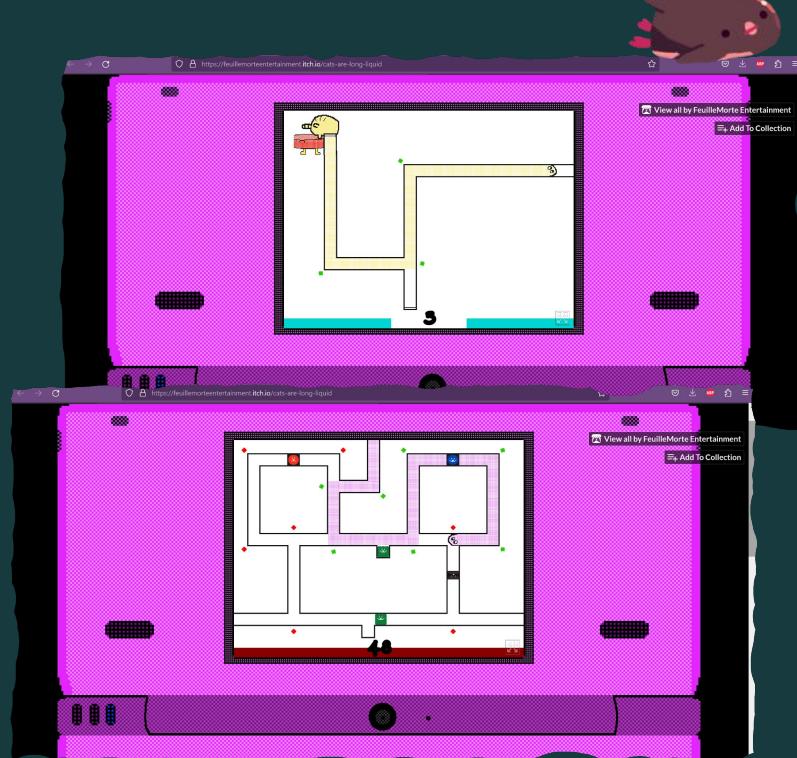


## Santé!

**/Task:/** Programming  
**/Date:/** June 2022  
**/Type:/** Game Jam Project  
**/Genre:/** Light Strategy Game

## 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

