Maxence
Maire

Computer Science student
Sorbonne Université

[Online Portfolio](#)

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Language proficiency:

French
 - **fluent**

English
 - **C1**

Spanish
 - **B1**

Programming languages:

C, C++, C#, Python, Java
 - **experienced**

HTML/CSS, Javascript
 - **advanced**

SQL, OCaml, Shell, Assembly
 - **familiar**

Interests:

Coding

Game Design

2D and 3D animation

Electronics

Sport fencing

Woodworking

Education :

2022-2023 - [Master degree in Computer Science](#), **distributed systems, robotics, operations research, interaction, decision**
- *Sorbonne Université, Paris, France*

- **Unity Projects**, **Agile Development**, Game Theory, Multi-Agent Design, Robotics, **Serious Game Development**, **Human-Computer Interaction**

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)