



# Maxence Maire

Master in Computer Science  
Sorbonne Université

## Education :

2022-2024 - Master's degree in Computer Science: Human-Computer Interaction, Distributed Systems, AI

- Sorbonne Université, Paris, France

Agile Development, Robotics, Unity Game Development, Human-Computer Interaction, Multi-Agent Systems, Serious Game 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 - High School Diploma in Science - Highest Honors

- Lycée Épin, Vitry-sur-Seine, France

## Professional experiences and personal projects :

2023-2024 - Game development on CoVR: a VR system with haptic feedback

2023 - Research Internship: optimisation of microchips used in organ-on-a-chip technology, at Okayama University, in Japan

2023 - Involvement in the organisation of a Gaming Festival, which included game conferences and multiple indie game developers, a Game Jam, as well as the Projet Pixel, a game development contest

2022-2023 - Research on swarm robotics: work within an ISIR Laboratory and CNRS project: behavioral programming on robot swarms

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

2019-2023 - Participation in over 13 Game Jams (participation alone and in teams, games created using Unity, Unreal Engine 4, Godot)

2021-2022 - Development of student card games: *Tribunazes* and *Memo Combo*

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 (using a Minitel and a Raspberry Pi 4)

2017 - Job shadowing at Ubisoft Montreuil

## Programming languages:

Experienced: C, C++, C#, Python, JavaScript, GDScript

Advanced: Java, SQL, Blueprints

Familiar: OCaml, Assembly

## Game development skills:

Game Engines (Unity, Godot, Unreal)

Teamwork (GitHub, GitLab)

Project management

Game Design, Level Design (Canva)

Graphic Design (UI and UX design)

3D modelling (Blender classes)

## Language proficiencies:

French (native)

English (fluent, *TOEFL*)

Spanish (B1)

## Others:

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing

Woodworking

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