# Maxence Maire

**Game Developer**
**Software Engineer**
**Master in Computer Science**

mm.maxencemaire@gmail.com

+33 (0)6 70 81 20 54

17 rue Jean Le Galleu

94 200 Ivry-sur-Seine

## Professional experiences and personal projects :

**2024** — - **Game programmer** for a multiplayer VR event for the 2024 Paris Olympic Games at *Monsieur K* and *Virtual Room* (C++ optimization, gameplay development and multiplayer integration in Unreal Engine 5)

**2023-2024** — - **Development on CoVR: an experimental VR system with haptic feedback** (optimization, Unity, custom SDK), at *ISIR Laboratory*

**2022-2024** — - **Organisation of Gaming Festivals**, which included game conferences and multiple indie game developers ; of **Game Jams** ; of the **Projet Pixel** (project lead, programming)

**2021-2024** — - **Development and Publishing of board games: Tribunazes, Memo Combo** and **L'ordre d'Aset** for a non-profit organization

**2023** — - **Research internship in bioengineering**: optimisation of microchips used in organ-on-a-chip technology, at *Okayama University, Japan*

**2022-2023** — - **Research on swarm robotics**: low-level behavioral programming and signal processing on robot swarms (*ISIR Laboratory* and *CNRS* project)

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

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

## Education :

**2022-2024** — - **Master's degree in Computer Science: Human-Computer Interaction, Distributed Systems, AI and Robotics**
*- Sorbonne Université, Paris, France*
Multi-platform development (desktop, mobile, VR, others), Game Development, Probabilistic and Statistical models, Human-Computer Interaction and Graphical User Interface R&D, 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, English Literature
*- University of Aberdeen, Aberdeen, United Kingdom*
GitHub/GitLab, Networks, Study of Design Patterns, Graphic APIs
Studies in Literature, Stylistics, Grammar and Creative Writing

**2019** — - **High School Diploma in Science - Highest Honors**
*- Lycée Épin, Vitry-sur-Seine, France*

---

Programming languages:

*Experienced:* C, C++, C#, LUA, Python, Blueprint, GDScript
*Advanced:* Java, SQL, JavaScript
*Familiar:* OCaml, Assembly

Game development skills:

Game Engines: Godot, Unreal, Unity ; Plugin development (Godot Engine)
Teamwork: GitHub, GitLab
Project management
3D modelling: Blender

Language proficiencies:

French (native)
English (fluent, *TOEFL*)
Spanish (B1)

Others:

Driver's license (Category B)
Electronics (Arduino, Raspberry Pi)
Sport fencing, Free Climbing
Woodworking, Pyrography
TTRPGs: Player, GM, System design