



Maxence Maire

Computer Science student
Sorbonne Université

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Language proficiency :

French

- fluent

English

- C1

Spanish

- B1

Programming languages :

Python, C, C++, GDscript

- advanced

Java, C#, HTML/CSS

- intermediate

SQL, OCaml

- beginner

Interests :

Coding

2D and 3D animation

Electronics

Woodworking

Sport fencing

Game Design

Education :

2022-2023 - Master degree in Computer Science, distributed agents, robotics, operations research, interaction, decision

- Sorbonne Université, Paris

- Algorithmics, **machine learning**, game theory, **multi-agent design**, robotics
- Study of **software ergonomics**, **production methodologies**, serious games design

2019-2022 - **Double degree in Computer Science and Modern Literature**

- Sorbonne Université, Paris

- **Study abroad semester**
- University of Aberdeen
- Study of several programming languages : C, Python, Assembly, Java, Javascript, OCaml, SQL
- Studies in literature, stylistics, grammar, history of language and writing

2019 - **French Baccalaureate in Sciences - Highest Honors**

- Lycée Épin, Vitry-sur-Seine

Professional experiences and personal projects :

2023 - **Research on swarm robotics** : work within a project of Sorbonne University and CNRS: behavioral programming on Pogobots from the [ISIR laboratory](#)

2022 - **Design of a wireless electric fencing strip prototype** (using Arduinos and radio modules)

2021-2022 - **Development of the video game [Echoes](#)** (programming and game design; game created using the Godot game engine)

2019-2022 - **[Participation in several Game Jams](#)** (participation alone or in teams, games created using Godot or Unreal Engine 4)

2020 - **Creation of an arcade cabinet** (built using a Minitel, a Raspberry Pi 4, and the software RecalBox)