Maxence Maire

Game Developer
Software Engineer
Master in Computer Science

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Programming languages:

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

TTRPGs: Player, GM, System designer

Driver's license (Category B)

Electronics (Arduino, Raspberry Pi)

Sport fencing, Free Climbing

Woodworking, Pyrography

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 (implementation with the system's 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**, a game development event and ongoing project

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