# **MAXIME EGOLF**

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# **EDUCATION**

Bachelor of Computer Engineering (COOP)

Université de Sherbrooke (4.11/4.3)

Studies of Bachelor of Biotechnology Engineering (COOP)

Université de Sherbrooke (3.57/4.3)

College Diploma in Health Science

2023-2027

2022-2023

2020-2022

Cégep de Sherbrooke (R score : 29.7)

# **WORK EXPERIENCE**

Video Game Developer 2024
Triple Boris, Varennes

- Implement systems based on Unity DOTS to improve performance (dataoriented programming)
- Design robust and high-performance multiplayer features using Netcode for Entities
- Integrate AI navigation with NavMesh, integrating behaviors according to gameplay specifications
- Collaborate with a multidisciplinary team of artists, level designers, and quality controllers
- Participate in an Agile environment, managing the backlog, organizing sprints, and conducting sprint reviews with clients.

Field Inspector 2023

DBO Expert, Sherbrooke

- Conduct 1000+ annual inspections across the Quebec
- Provide clear responses to customer questions regarding their system
- Carry out a septic tank R&D project focusing on the characterization of normal and problematic system

Cook 2021-2022

Boefish, Sherbrooke

- Prepare different recipes for meal service
- Apply the rules of hygiene, health and safety in the kitchen
- Understand and apply WHMIS rule

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# **SKILLS**

## Languages:

- French (5/5)
- o English(4/5)

# Computer Skills:

- OS Windows (5/5)
- o HTML (4/5)
- o CSS (4/5)
- JavaScript (3/5)
- Python (4/5)
- o C++ (4/5)
- o C# (4/5)
- o C (4/5)

#### Others:

- Unity GameObject (3/5)
- Unity Entity (4.5/5)
- Docker (4/5)
- o SQL (4/5)
- o QT (4/5)

# **SCHOOL PROJECTS**

# Development of a website

2024

- Develop a full-stack website using HTML, CSS, and JavaScript
- Containerize the website with Docker to ensure portability and isolation between services
- Integrate a PostgreSQL relational database for data management
- Implemented secure authentication using Keycloak for user and role management

# Development of a video game

2023

- Design a PCB for a "sword"-shaped video game controller on Altium
- Program the accelerometer, joystick, buttons, bargraph and LCD
- Create C++ classes to create a completely new video game environment
- Create a GIU of the video game using QT

# **AWARDS AND RECOGNITION**

Faculté de génie de l'Université de Sherbrooke

2023-2024

Academic excellence 2023-2024

### **HOBBIES AND INTEREST**

Sports: Ultimate frisbee | Soccer | Tennis

Others: Video Editing & Color Grading | Cinematography

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