



Maxence Maire

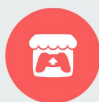
Game Developer
Software Engineer
Master in Computer Science

mm.maxencemaire@gmail.com

+33 (0)6 70 81 20 54

17 rue Jean Le Galleu

94 200 Ivry-sur-Seine



Programming languages:

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

Advanced: Java, SQL, JavaScript

Familiar: OCaml, Assembly

Game development skills:

Game Engines: Godot, Unreal, Unity

Version Control: 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

Professional experiences and personal projects :

- 2024-2025** - **Research Engineer** on PRISM, a real-time multi-agent robotic digital twin platform developed in **Unreal Engine 5**, with the XDE Physics Engine - *French Alternative Energies and Atomic Energy Commission*
- 2025** - **Guest lecturer in Game Programming** (UE5, Blueprint/C++) at game development schools - *ISART Digital, Ynov Nanterre*
- 2024** - **Lead programmer** on a multiplayer platform-fighter: gameplay & multiplayer development, project management under tight deadlines and constraints; Godot (C++, GDScript) - *PSU Organisation*
- 2024** - **Gameplay programmer** for a [multiplayer VR event for the 2024 Paris Olympic Games commissioned by Allianz](#): gameplay programming, multiplayer integration, tools development and UI programming in Unreal Engine 5 (C++, Blueprint) - *Monsieur K, Virtual Room*
- 2023-2024** - **Game Development on [CoVR: an experimental VR system with haptic feedback](#)**: player feedback system, system programming, gameplay programming with custom Unity SDK (C#) - *ISIR Laboratory*
- 2022-2023** - **[Research on swarm robotics](#)**: behavioral programming, signal processing on robot swarms (C with custom SDK) - *ISIR Laboratory*
- 2021-2023** - **Development of [Echoes](#), an indie stealth action-puzzle game**: programming, gameplay development, tools development and level design, using Godot 3 (GDScript)
- 2018-2025** - **[Work in over 15 collaborative projects and game jams](#)** (tools used: Unity, Godot 4, Unreal Engine 4; C, C++, C#, GDScript)

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