Maxence Maire

Game Developer
Software Engineer
Master in Computer Science

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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 Unreal Engine Programming** (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