



# MAYA HILL

## Game Programmer

Driven by my passion for programming, I have specialized in game development. However, I am open to opportunities that allow me to challenge myself and expand my skills.

📍 34000, Montpellier

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🌐 [mayahill.github.io](https://mayahill.github.io)

## TECHNICAL SKILLS

### Programming languages:

C, C++, C#, Javascript, PHP

### Game Engines / Graphics libraries:

Unity, SFML, Raylib, SDL2, Godot, OpenGL

### Software:

Github, Visual Studio, Rider, Teams, Slack, Miro, Microsoft Office

### Operating systems:

Linux, Windows

## SOFT SKILLS

- Autonomy
- Perseverance
- Problem solving
- Teamwork

## LANGUAGES

**French:** native language

**English:** native language

## WORK EXPERIENCE

○ April 2023 - August 2023 | Internship

### Web Game Programmer | Disruptive AI

- Developed an interactive tutorial for the web game Exode in Javascript
- Implemented new features, including a game information menu, animation sequences and worked on bug fixes
- Implemented a system to simulate gameplay in PHP in order to prevent cheating

○ September 2022 - March 2023 | Part time

### Educational Assistant | Epitech Montpellier

- Personalized support for first-year students in the Master's program at Epitech Montpellier
- Pedagogical monitoring of students: grades, progress, and difficulties
- Created engaging activities to provide students with the necessary skills and knowledge to excel in their projects

○ August 2021 - December 2021 | Internship

### Game Programmer | The Game Bakers

- Developed the game The Right Shot in collaboration with a game designer and a game artist, under the mentorship of The Game Bakers
- Programmed the game in C# with Unity, from gameplay to user interface and integration of sounds, animations, and visual effects
- Organized tasks and prioritized work, as well as regularly presented the game's progress to the company, in order to meet expectations and set deadlines

## EDUCATION

○ 2023 - 2024

### Microdiploma in Game Development | Keimyung University

- Exchange year at Keimyung University in Daegu, South Korea
- Completed 4 group projects, including a 2D platformer and a VR game in Unity, and 2 individual projects in OpenGL
- Theory of artificial intelligence in video games and its practical application in Unity

○ 2020 - 2025 | GPA 3.97 / 4

### Software Engineering Expert Diploma (Master) | Epitech

- Main programming languages: C, C++, Haskell
- Project based learning, students learn how to manage a project and how to work and communicate effectively in a team
- Took courses on data structures and algorithms, project architecture, artificial intelligence, graphical programming and network programming

○ 2017 - 2020

### Scientific baccalaureat International Option (OIB) | Jules Guesde High School