



# Maxime Garibaldi

Computer Science Engineer

## CONTACT



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## SKILLS

- C++, Java
- Bases in Unity, OpenGL
- Adobe suite (Photoshop, Premiere, Lightroom, etc)
- English B2/C1
- Driver's licence

## HOBBIES

- Theater (16 years of amateur practice)
- Blender
- Cinema and photography
- Literature
- Graphic design

## VOLUNTEERING

- Co-founder of the Imagine ça theatre club
- Director, lighting designer, and communications manager for Imagine ça's 2024-2025 theater project

## PROFILE

*As a fourth-year student at INSA Rennes, specializing in computer science, I am seeking an internship in the fields of cinema, computer graphics, and mixed reality. Curious and eclectic, I am looking for a new challenge.*

## ACADEMIC TRAINING

### Engineering studies at INSA Rennes (National Institute of Applied Sciences), 2022-2024

- 1st year of engineering program
- Computer Science Department
- AI specialization

### Jean Jaurès High School, Baccalaureate with Highest Honors, 2022

- Specialities: Maths, Physics, Computer science
- Options: Advanced Mathematics, Latin

## PROJECT AND EXPERIENCES

### Animated film project "La Famille Tortue"

- Use of OpenGL with C++, glsl, and 3D modeling with Blender.

### VR Art Experience project "Forget Me Not" in collaboration with artist Alma Oskouei

- Use of Unity with OpenXR and Xareus, as well as photogrammetry software such as RealityScan and Meshroom.

### Mobile App Project "Le Grenier du Joueur", 2024-2025

- Use of Android Studio, Kotlin, Jetpack compose and the twitch API.

### BM@ Electricité, Internship, Janvier 2019

- Création of a website using HTML, CSS, and Javascript