



Maxime Garibaldi

Computer Science Engineer

CONTACT

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- Maxime Garibaldi

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