Maximilien Jourdain

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Paris

Creative Technologist

Education

2013 - 2015 | DUT Informatique - **IUT Paris Descartes**
2015 - 2016 | Bachelor of Interactive Design - **Gobelins**
2016 - 2018 | Master of Design and Management of Interactive Innovation - **Gobelins**

Experience

2014 - 2015 | Assistant support référentiel (en alternance) - **Crédit Agricole CIB**
2015 - 2018 | Creative Technologist (en alternance) - **Digitas LBi**
2018 - …. | Mobile and Creative Developer - **Freelance**

Projects

2022 | **Adidas Workshop with Perimetre Studio** - PC 3D App (Unity, C#, Body Scan)
2022 | **Essayage de Costumes Digital BNF** - PC 3D App (Unity, C#, Body Reco)
2022 | **Airdrop Gate** - Creative Technologist (iOS)
2021 | **Lightinderm** - iOS and Android AR Application (Unity, C#, ARFoundation)
2020 | **Stay Home Roulette** - iOS Application (Swift)
2019 | **Audemars-Piguet SAV** - iOS Application (Unity, C#)
2019 | **Crédit Agricole VJing** - Generative art R&D for a PC Application (Unity, C#)
2019 | **Rolland Garros Visite Virtuelle** -Android & PC 3D Application (Unity, C#)
2018 | **Nike Face Tuned** - iOS AR Application (Unity, C#)
2018 | **Fleury Michon VR** -Android VR Application (Unity, C#)
2017 | **Dior Eyes** -Android VR Application and Back Office (Java, Slim 3, PHP)
2016 | **Ruinart Invisible Shadow** - Interactive Installation (openFrameworks, Arduino)

Skills

Programming : Swift, Objective-C, Java, C#, C, C++, Javascript, PHP
Frameworks : openFrameworks, Unity, Arduino, Unreal Engine
Languages : French (native), English (fluent)
Interests : Music (production, djing, instruments), AI, Video Games, Food