#### **Maximilien Jourdain**

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#### 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 - .... I 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 I **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)

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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), Al, Video Games, Food