



# Marco Maida

Computer scientist

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## About me

I was born in Turin, Italy, and have been tinkering with computers for as long as I can remember.

I started working professionally as a developer in 2013. After three years, I started a bachelor degree in Computer Science, while I kept working part-time as game developer.

Once I graduated, I moved to Germany, and started a Joint Master and Ph.D. program. After completing my Master's program, publishing my first research paper, and doing an R&D internship in U.S., I decided to suspend my Ph.D. and return to industry.

## Languages

L'italiano è la mia lingua madre,

I am fluent in **English**,

und ich spreche etwas **Deutsch**.

## Extras

I love camping and traveling with my bike: I often do the two together • I usually risk it, if I believe I am right • Striving not to be the smartest person in the room • I play guitar and — less successfully — sing.

## Skills

I have more than nine years of professional experience. I extensively worked with **Python**, **C#**, **C++**, **C**, **Java**, **Rust** and **Coq** code. I have a mixed background of **industry** and **academia**.

I am comfortable working on **complex code bases** in large and small teams, and I quickly get used to new technologies. I can **analyze problems** and then design, implement, evaluate, document, and present my solutions.

I am very **outgoing** and I **love working in teams**. Due to my game development background, I am used to collaborating with different professional figures (e.g., artists, designers, musicians) and I have an eye for **user experience**.

## Experience

- 2022 R&D Intern.** Bloomberg LP - CTO  
I worked on accelerating SAT solving using GPUs (C++, CUDA).
- 2019-2022 PhD Student.** Max Planck Institute  
I studied timeliness certifications with formal verification (COQ) and on trace-based schedulability analysis on Linux (C, Rust). I mentored three interns and published three papers.
- 2016-2019 Game developer.** 34BigThings  
I worked with Unity3D (C#) and Unreal Engine (C++) on single player and online multiplayer games shipped on Steam, PS4, XboxOne, Switch, and mobiles. I developed gameplays, AIs, dev tools and UIs.
- 2015-2016 Freelance Software Engineer.** Teoresi, Choralia, Maserati  
I built an interactive visualization software and a learning game using Unity3D (C#). I shipped on mobile devices and browsers (JS). I managed one artist I hired and collaborated with another engineer.
- 2013-2016 Software engineer.** R.O. srl  
I developed software solutions for glass processing factories. I started as a developer (C, C++, C#, SQL) and later transitioned to planning new features and managing a small team ( $\leq 4$  people).

## Education

- 2019-2022 Master in Computer Science.** Technische Universität Kaiserslautern
- 2016-2019 Bachelor in Computer Science.** Università degli studi di Torino
- 2015-2016 Game dev: Software Development** Event Horizon School.

## Projects and Publications

- 2021 Poet - Automatic Proof Generation.** Max Planck institute  
I developed a tool that yields a worst-case-scenario timing analysis of software. The publication has received the *outstanding paper award* at ECRTS2022, a top-class conference for real-time systems.  
([https://pure.mpg.de/rest/items/item\\_3391739\\_1/component/file\\_3391740/content](https://pure.mpg.de/rest/items/item_3391739_1/component/file_3391740/content))
- 2018 Fast Mobile Cycle (FMC) Framework and Toolkit.** 34BigThings  
I developed an open-source Unity3D framework that makes the creation of production-ready casual games extremely fast, paired by a Python toolkit to execute bulk operations on the FMC games.  
([www.github.com/34openThings](http://www.github.com/34openThings))
- 2017 Razer Chroma in Unreal Engine 4.** 34BigThings  
I developed a framework that handles light effects on Razer's Chroma hardware that are coherent to what is happening in the game. This system is still used today in every 34BigThings game.  
([www.youtube.com/watch?v=AihLBrJBuFk&ab\\_channel=34BigThings](http://www.youtube.com/watch?v=AihLBrJBuFk&ab_channel=34BigThings))