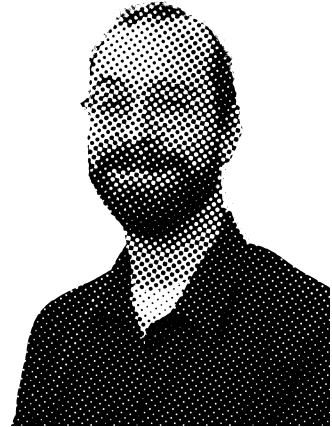# Maxime Dupuis

Full-stack Web Developer

Contact me

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- French, English

Find me online

- maxdup.dev
- github.com/maxdup
- linkedin.com/in/maxdup

At a Glance

10 Years of experience
working as a developer

Occupying roles such as

- Full-stack developer
- Frontend developer
- Mobile developer
- Game developer

With companies such as

- 3dverse
- Valve Corporation
- Soulzone inc.

Hi, I'm Maxime,
a Montréal-based web developer.

I tend to be product-oriented.
To me, the end-user experience is
the only measure of success.

That being said... there's always
more to it than meets the eye.
That's why I like to go deep into
every facets of what makes
software tick, whether it be in the
frontend or backend.

Technical Skills

Programming Languages

TypeScript, JavaScript, HTML5, CSS3, SCSS,
WebGL, Java, Python, C#, PHP.

UI Frameworks and Technologies

React, Angular, VueJs, AngularJs, Ionic,
Wordpress, WPF.

Backend Frameworks and Technologies

NodeJS, Spring Boot, Flask, Django, .net,
Elixir, SQL, MongoDB, RabbitMQ.

Infrastructure and Tools

Webpack, Git, Jira, Sphinx, NodeJs, Docker,
Nginx.

Professional Experiences

3dverse   Fullstack developer (2024 to Present)

Enhanced the platform's developer console, advancing cutting-edge 3D web technologies. Led the development of a robust graph editor to extend 3D engine capabilities. Directed the development of an government-funded innovation project. Over-seeing the successful execution of its key features.

Key technologies
- NodeJS
- React
- Redux
- OpenAPI
- ThreeJS

Valve Corporation   Game Developer (2015, 2022 and 2024)

Contracted by Valve on three separate occasions to contribute to content updates for the critically acclaimed Team Fortress 2. Designed and delivered original, high-impact game levels, with responsibilities spanning conceptualization, 3D art, environmental design, gameplay balance, scripting, and performance optimization.

Key technologies
- Source Engine
- Hammer Editor
- VScript
- 3ds Max

Soulzone   Frontend developer (2016 to 2023)

Led the frontend development of a multimedia entertainment platform with a focus on rich user experiences. Elevated the platform's distinctiveness and visual appeal by implementing a fully custom design system and meticulously crafted UI components, ensuring consistency and polish across all user-facing elements.

Key technologies
- Vue
- Webpack
- Elixir
- PostgreSQL
- FFmpeg

Agora   Tech co-founder/full-stack/mobile developer (2016 to 2017)

Designed and implemented a scalable backend infrastructure to handle data flow, user authentication, and API integrations, ensuring seamless cross-platform functionality. Also developed hybrid mobile applications tightly integrated with the backend to deliver consistent user experiences and high performance.

Key technologies
- iOS / Android
- Angular
- Python
- Flask
- MongoDB

Tenscores   Full-stack developer (2014)

Contributed to user experience enhancements for account management features. Led backend optimizations that achieved a 500x reduction in API usage, significantly decreasing operational costs tied to core platform functionalities.

Key technologies
- AngularJS
- CoffeeScript
- Python
- Pyramid
- Adwords API

Education

- **Software Engineering - École de technologie supérieure**
  Postponed 2014 - 2015

- **Computer Science Technology - Collège Montmorency**
  Graduated 2014

Projects

As a passionate web developer and game developer, I have been actively involved in the open-source community, with a particular focus on the Python ecosystem.

I have created multiple libraries and tools which I actively develop and maintain.

My commitment to code quality is reflected in my projects through rigorous testing, continuous integration, and comprehensive documentation.

Come see my Github profile!
github.com/maxdup

Web Development

Flask-favicon

A Python Flask extension that generates and serves favicon assets for diverse platforms.

Flask-cache-manifest

A Python Flask extension for serving hashed assets via cache-busting manifests.

Game Development

pySourceSDK

A collection of Python libraries designed to handle various game asset file types.

The Orange Toolbox

A set of debugging and automation tools tailored for the Source engine.

CompilePal

Build tools and bundler designed for Source engine level creation.