Maxime Lalisse

maxime@lalis.se github.com/mjal

Education

Master in Computer Science Sept 2023 – June 2024

University of Lille, Lille, France

Ecole 42 Sept 2013 – June 2014

Paris, France

License in Computer Science Sept 2009 – June 2013

UPMC, Paris, France

Experience

E-voting Engineer Jan 2023 – June 2023

Scrutin.app, Remote

Developed a mobile app for online voting. Performed cryptographic operations on-device, including encrypting votes, computing results, and verifying elections.

https://scrutin.app

E-voting Engineer May 2022 – Jan 2023

Electis, Paris

Worked on an e-voting solution based on ElectionGuard, similar to the Helios cryptosystem.

Web Developer Aug 2021 – May 2022

Winddle, Paris

Phased out a legacy Backbone.js solution and replaced it with Vue.js. Optimized Ruby on Rails queries to improve server efficiency.

Cybersecurity Engineer Nov 2020 – July 2021

Stormshield, Lille

Developed new functionalities using the TPM. Worked with OpenSSL certificates, and maintained a FreeBSD-based distribution, applying critical patchs.

Video Game Developer Sept 2014 – Oct 2020

Eko Software, Paris

Developed game engines across various platforms (PS3, PS4, Xbox One, Switch). Handled GPU development with shaders and created web-based tools for managing game databases and toolchains.

Projects

Scrutin.app

An e-voting app based on Belenios.

https://scrutin.app

Safebook

An experimental social network.

https://github.com/safebook/safebook

Safebook Zero

A no-metadata messaging system inspired by Bitmessage.

https://github.com/safebook/safebook-zero

Lifecraft

An OCaml (BuckleScript) frontend for Conway's Game of Life.

https://github.com/mjal/lifecraft

Fractal Explorer

A web-based explorer of fractals from the Julia set.

Am

A homepage and search frontend

Skills

• Programming: C, C++, OCaml, Ruby, Python, Javascript/Typescript, Rescript, React, Vue.js

• Tools: Linux, Git, Vim, Cryptography

Languages

French: NativeEnglish: B2

• Spanish: B1