

Maxime Lalisse

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github.com/mjal

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Education

Master in Computer Science

University of Lille, Lille, France

Sept 2023 – June 2024

Ecole 42

Paris, France

Sept 2013 – June 2014

License in Computer Science

UPMC, Paris, France

Sept 2009 – June 2013

Experience

E-voting Engineer

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>

Jan 2023 – June 2023

E-voting Engineer

Electis, Paris

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

May 2022 – Jan 2023

Web Developer

Winddle, Paris

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

Aug 2021 – May 2022

Cybersecurity Engineer

Stormshield, Lille

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

Nov 2020 – July 2021

Video Game Developer

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.

Sept 2014 – Oct 2020

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.

Ami

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: Native
- English: B2
- Spanish: B1