Maxime Solaire

Senior Unity Engineer & Technical Lead

DETAILS

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TECHNICAL SKILLS

Unity - 10 years
Unreal Engine - 1 year

C# / .NET - 10 years
Git - 6 years
HLSL - 3 years
Blueprint - 1 years
C++ - 1 years

Docker / Portainer - 5 years
Gitea & Drone CI - 3 years

Google Sheets & API - 8 years
Trello / ClickUp- 3 years

AWARDS

Best Game
Game For a Cause - *Hoodie Hitchhike*
Worldwide - oct 2025

Innovation in Games Award
Ludicious Festival - *Orphan Age*
Zurich, Switzerland - jan 2019

Jury Prize - Best Indie Game
Stunfest - *Orphan Age*
Rennes, France - may 2018

EDUCATION

Master of Science - Image & Sound Processing (R&D)
University of Bordeaux, Bordeaux, France
Graduated June 2014 | with Honors

Bachelor of Science - Computer Science
University of Bordeaux, Bordeaux, France
Graduated June 2012

LANGUAGES

French - Native

English - Proficient

PROFILE

Gameplay Programmer specializing in **real-time rendering systems**, **gameplay architecture**, and **technical leadership**. 10+ years Unity with deep expertise in C#, HLSL, and high-performance systems.

PROFESSIONAL EXPERIENCE

Studio Black Flag

Bordeaux, France   **October 2015 – July 2024**

> *Orphan Age* – Survival Management Sim | Unity/C# | PC 2016-2024
> *Click of Cthulhu* – City Builder Idle Clicker | Unity/C# | PC 2020
> *Yrminsul* – Tower Defense | Unity/C# | PC 2016

Grew from sole programmer to executive leadership, combining technical expertise with business development and team management throughout an 8+ year journey.

Executive Producer | Dec 2022 - July 2024
Hands-on leadership with continued technical contributions

Production Leadership

- **Led a cross-functional team of 15-20+ people** (employees and freelancers, junior to senior): recruitment, HR management, conflict resolution, and mediation
- **Managed strategic relationships** with publisher (Ubisoft) and VC investor (Global Top Round): Led **creative direction overhaul**, restructured production plan and deliverables, reporting, negotiations, and securing **contract renewal at no additional cost** after critical milestone rejection

Technical Contributions (Hands-on)

- **Optimized lighting & mesh systems**, achieving **4-5x FPS improvement** only with the lighting
- Created **in-game bug reporting and feedback system** with Trello API integration (later migrated to ClickUp API)

Programmer / Lead Programmer | Oct 2015 - Dec 2022
Scaled from 2-person team to 18-person studio

Gameplay & Tools Programmation

- **Core developer on Orphan Age** from concept to production-ready build, working in a 2-person team for 5 years before studio expansion. Built foundational game systems: AI, UI, save/load, localization framework, and core gameplay loops
- **Migrated codebase to Addressables**, reducing startup time and enabling scalable asset management for DLC-ready architecture
- **Designed and built Quest Editor tool** enabling designers to create in-game quests without programming
- Developed **Google Docs/Sheets integration tooling**, making design data accessible directly in-engine
- Developed **custom multi-color outline system** in HDRP render pipeline using screen-space techniques (technical writeup)

CI/CD & Infrastructure

- **Architected and maintained self-hosted CI/CD pipeline**: server hardware + Docker infrastructure via Portainer (Gitea + Drone + custom bots)

Business Development & Strategy

- Represented the studio at **Gamescom 2018** (B2B), directly pitched to Ubisoft while showcasing the prototype, initiating the publishing relationship that led to the deal
- Awarded a place in **GTR accelerator partnership** (top 10 of 500 projects) in Busan in 2019, bringing strategic investment and production support
- **Negotiated and signed a €2.6M publishing contract** with Ubisoft Open Innovation (December 2020)

Solo Developer

Roma, Italia   **September 2014 – October 2015**

> *Escape Light – Mobile Puzzle Game* | Unity | Android (Play Store)

Indie Developer | Sep 2014 - Oct 2015

- **Shipped a complete mobile game solo** on Google Play Store (design, code, art, release)