

# Maxime Solaire

Senior Unity Engineer & Technical Lead

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 engineer 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

##### 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)

##### 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

#### Engineer / Lead Engineer | Oct 2015 - Dec 2022

Scaled from 2-person team to 18-person studio

##### Gameplay & Tools Programming

- Core engineer 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)

#### Game Developer & Self-Publisher | Sep 2014 - Oct 2015

##### Development

- Developed complete mobile game solo: gameplay programming, UI/UX implementation, and technical optimization for Android
- Built custom puzzle mechanics and level progression system

##### Design & Publishing

- Managed full product lifecycle: game design, art direction, and market release strategy
- Published on Google Play Store: handled store page creation, asset preparation, and post-launch monitoring

## ADDITIONAL INFORMATION

### ENGINES & LANGUAGES

Unity - 10 years  
Unreal Engine - 1 year  
C# / .NET - 10 years  
Git - 6 years  
HLSL - 3 years  
Blueprint - 1 years  
C++ - 1 years

### TOOLS & PIPELINE

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

### DETAILS

**location:** Bordeaux, France  
44°50'28.41"N 0°34'48.131"W  
**mail:** [maxarobaze@gmail.com](mailto:maxarobaze@gmail.com)  
**linkedin:** [in/msolaire](#)  
**github:** [github.com/solrmax](#)  
**itch:** [layar.itch.io](#)  
**discord:** [maxlayer](#)  
**phone:** +33 6 88 51 96 64

### 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