

MAXIME DE VECCHI

Lead programmer - Programmer C# / C++

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📍 Bellegarde sur Valserine (France)



WORK EXPERIENCES

Lead programmer C# / Unity

Spooklight Studio

📅 2015 - ongoing 📍 Genève (Suisse)

🌐 <http://spooklight.ch>

Video games and mobile applications development studio. Its main goal is to bring magic experiences to the user

- In charge of a 7 developers team under Unity and iOS
- Using recent technologies (even in beta) inside our different projects
- Development on every features (UI, physics, animations, integrations, tooling, time manager)
- Developing for Hololens, using Microsoft SDK and C++
- Establishing a release process capable of delivering a daily stable version of our projects
- <https://www.kickstarter.com/projects/parisetflorian/storyfab-app-use-augmented-reality-to-create-short>

Modelization engineer (internship)

PSA Peugeot Citroën

📅 2012 - 2015 📍 Sochaux

- Develop an API with VB.net to help the users who use a modeling tools to generate software
- Develop an environment simulator with Qt and QML to stimulate HMI interface in a simulation
- Managing the stability of a UML model and the quality of the delivering. Establishing a workflow inside a complete sector of the PSA R&D

EDUCATION

Engineering Science diploma, with a specialization in IT management

Université de Technologie Belfort-Montbéliard

📅 2012 - 2015 📍 Belfort

- Combinations of study and work experiences specialized in informations systems

Two years intensive university diploma

IUT Lyon 1

📅 2010 - 2012 📍 Bourg-en-Bresse

- Specialized in IT, OOP and project management

SKILLS

Game Engine (Unity3D, Unreal Engine)

Object Oriented Programming (C#, C++, JAVA)

Augmented Reality SDK (Vuforia, ARKIT)

Project and team management (AGILE, LEAN, SCRUM)

LANGUAGES

French (Mother tongue)

English (Fluent)

INTERESTS

🎮 Video games and programming (Plateforme, action, RPG, FPS, RPG, etc.)

🧗 Rock climbing, swimming, canyoning, lating dance

📖 Reading, writing novels and short stories

🎵 Music (Piano, Zenko) and magic