MAXIME DE VECCHI

Lead programmer - Programmer C# / C++

- (+33) 617 22 91 55
- % http://mdevecch.com

- @ maxime.devecchi@gmail.com
- **9** Bellegarde sur Valserine (France)

WORK EXPERIENCES

Lead programmer C# / Unity

Spooklight Studio

2015 - ongoing Senève (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-useaugmented-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

SKILLS

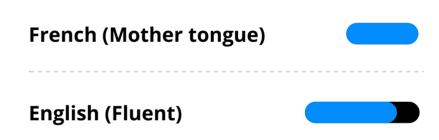
Game Engine (Unity3D, Unreal Engine)

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

Augmented Reality SDK (Vuforia, ARKIT)

Project and team management (AGILE, LEAN, SCRUM)

LANGUAGES



INTERESTS



EDUCATION

Engineering Science diploma, with a specialization in IT management

Université de Technologie Belfort-Montbéliard

🛗 2012 - 2015 💡 Belfort

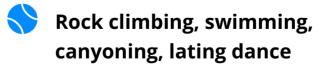
• Combinations of study and work experiences specialized in informations systems

Two years intensive university diploma

IUT Lyon 1

• Specialized in IT, OOP and project management

```
    Video games and programming
(Platforme, action, RPG, FPS, RPG,
etc.)
```



Reading, writing novels and short stories

Music (Piano, Zenko) and magic