

Galea Maximilien

Programmer

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in <https://www.linkedin.com/in/maximilien-galea/> 📁 Portfolio 📍 Paris, France

Profile

Graduated in 2022 with a master's degree in game design and programming at Isart Digital, Paris. With an agile mindset, I can adapt quickly to all forms of management and can work on projects both in a team and independently. My training was completed through regular internships in companies that allow me to consolidate and improve my academic achievements. I am passionate about new technologies and space.

Skills

Engine and tools

- Unity / Unreal engine
- Git / Perforce

Programming language

- C# / C++
- Javascript / Typescript
- Html / CSS

Professional Experience

Nov 2021 – present
Paris

Gameplay programmer, Sand Door Studio

I started as an intern in November 2021, I switched to a full-time role in July 2022. As a gameplay and AI programmer, I am currently contributing to the development of *Lysfanga: The Time Shift Warrior* 🎮 while also creating valuable tools to ease the integration of dialogues, voice lines and VFX.

Nov 2020 – Mar 2021
Bry-sur-Marne

Gameplay programmer, XD Production

I worked on an AR escape game in a small team of 4. I developed the UI and some of the interactions between the AR object and the UI. I also created tools to easily translate the game into multiple languages and ease the workflow.

Jul 2017 – Aug 2017
Paris

Gameplay programmer, Crisotech

I contributed to the design of multiple serious games focused on enhancing security in professional settings. Later on, I migrated these games from Flash to HTML5 to ensure broader accessibility

Education

2018 – 2022
Paris, France

Master Degree in Game Design And Programming, Isart Digital

Projects

- Oct 2021 – May 2022 **HoverballStriker, Gameplay programmer**  
"Hoverball Striker" was my graduation project, showcasing my skills in game development. This arena fighting game features unique persistent projectiles that have dynamic bouncing behaviour, interacting with various elements within the level. My primary responsibilities encompassed fine-tuning the physics of these projectiles and engaging in technical art tasks to enhance the overall visual appeal and gameplay experience.
- Mar 2021 – May 2021 **The lost fish, Gameplay programmer** 
In my first project on Unreal Engine, I designed tools to handle the camera movement and quest system. I also worked on multiple parts of the code base.
- Oct 2022 **Ultimate Ultra Turbo Tiger Man, Programmer** 
During the first week of my third year at Isart Digital, we made a game jam named "Game Week". In this jam, I developed the AI of the hunters and some small tools for the artist to ease the integration of post-process effects and VFX.
- Dec 2019 – Mar 2020 **Shaan' Ma, Gameplay programmer** 
This Platformer project was the first project with multidisciplinary branches. We worked with game artists and sound designers. I developed the physic of the character and designed the first level of the game.

Languages

French

Native

English

Working proficiency

Interests

Competitive video games, e-sport

League of Legends, Valorant

Tae kwon do

I started Tae kwon do when I was 10

Awards

- Jun 2022 **Grand prix du Jury, Isart Digital**
Our graduation project "Hoverball Striker" was awarded the "Grand Prix du Jury" by a panel of industry experts
- Oct 2020 **Best Gameplay, Isart Digital**
During the Gameweek at Isart Digital, our game, Ultimate Ultra Turbo Tiger Man was awarded "Best Gameplay" by the vote of other students.