

Marc Ducret

Game Developer, Software Engineer



EXPERIENCE

Fivemid/AiluDev, Paris, France — Co-Founder

January 2021 - Present C#, Unity

Complete development of Dice Kingdoms, a multiplayer strategy game released on Steam and built with Unity. Clean code and architecture enabled great productivity as the only programmer of the project. Combat system that simulates hundreds of units in a deterministic and performant manner. Well received by players, with more than 450 “Very Positive” reviews.

Prototypes of deterministic lockstep multiplayer games using Unity ECS: factory game and city builder.

Contract work:

- AI Startup: asynchronous workflows to combine scraping and LLMs (Golang, PostgreSQL).
- Game Studio: new features and bug fixes on an indie MMORPG with a big legacy codebase (C#, Unity).

AyoLab, Paris, France — Backend Developer

September 2019 - March 2023 Scala

Design, implementation and maintenance of micro-services. Built systems to recognize products based on text and images on e-commerce websites.

BlueCargo, Paris, France — Industry Internship

April 2019 - August 2019 C#, Unity, Python

Simulation and optimization in container ports. Built simulation and visualization tools to evaluate and design optimizations of port operations.

Slimevoid, France — Co-Founder

2011 - 2013 Java, OpenGL

An unofficial organization about creating mods for Minecraft. Our “Little Blocks Mod” was downloaded over a million times.

EDUCATION

“MVA” Master, Paris, France

September 2018 - August 2019

“MVA” stands for Mathematics, Vision and Learning and is reputed master program in machine learning with a mathematical approach.

École Normale Supérieure, Paris, France

September 2016 - August 2019

Bachelor’s degree in Computer Science (with 16.5/20 avg. grades). First year of Master’s (with 17.4/20 avg. grades).

Lycée du Parc, Lyon, France — “Classes préparatoires”

September 2014 - July 2016

Two intense years to prepare entry contests for prestigious schools. I spent my first year in “MPSI” and the second in “MP*”.

PERSONAL

Born in 1996.

Located in Paris, 75006.

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SKILLS

Programming since 2008 in various languages: C#, Scala, Java, C++, Python, GLSL, Rust, Golang, OCaml, Lisp.

Diverse technologies: Unity, Unity DOTS / ECS, Shaders, OpenGL, TCP/IP, PostgreSQL, Git, PyTorch, Tensorflow, Kubernetes, Blazor, Keras.

Clean code and efficient collaboration. High performance code.

Fluent in English and French.

Computer understanding from CPUs’ circuitry to compilation and OS development (with in-depth projects).

Theoretical science in mathematics, computer science and physics. In particular: Complexity, Cryptography, Compilation, Optimization, Machine Learning, Neural Networks, Computer Vision.

Usage of LaTeX, Blender, Photoshop, Premiere Pro.

PROJECTS

Portfolio — marc.ducret.io

Some of the projects I am the most proud of.

COMPETITIONS

“Coupe de France de robotique” junior

28th/61 — 2014

French national programming contest “Prologin”

4th/81 — 2013

11th/94 — 2017

“Ludum Dare” Game Jam

67th/3000 — Innovation — 2017

225th/2500 — Overall — 2019

Google CodeJam

2nd round (top 4500) — 2019

INTERESTS

Game development from conceptual design to implementation.

3D simulation and visualization tools. Rendering.

Creative or competitive video games. Chess.

Wargaming, cinema and music.