Marc Ducret

Game Developer, Software Engineer

EXPERIENCE

Fivemid, 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 200 "Very Positive" reviews.

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   Python, C# and Java

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

USC, Los Angeles, USA — *Academic Internship*
March 2018 - August 2018   Python and Java

Developed a platform for large scale multi agent deep reinforcement and imitation learning in Minecraft. Designed learning environments and ran experiments.

Slimevoid, France — *Co-Founder*
2011 - 2013   Java

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*".

Baccalauréat Science, Villefontaine, France
June 2014

Highest honors, 20/20 in Mathematics, Physics and Engineering

PERSONAL

Born in 1996.
Located in Paris, 75006.
+33 6 05 35 84 00
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SKILLS

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

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

Clean code and efficient collaboration.

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 programing 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.

Competitive or **creative** video games. Chess.

E-sports, cinema and music.