

GAMEPLAY PROGRAMMER

MAX-MARTIN SHERIE



Studio founder and gameplay programmer with **4 years of professional experience** across **AAA** (Ubisoft) and **independent game development**. Extensive experience developing for the PC, **Android**, and **mixed reality (MR)** ecosystems. I build **games end-to-end**, from **3C gameplay systems** and **cross-platform networking** to **backend systems** and **live operations**. Founder of **DontGiveUp Interactive**, leading **technical development**, **product direction**, and **studio operations** while **teaching advanced programming at university level**. Recently shipped the **Ballshot Arena Steam Demo**.

Languages: C++, C#, TypeScript, JavaScript, Python

Engines & Tools: Unity, Unreal Engine, Custom Engines, Git, Perforce, Jira, Crossplay Networking, VR, Procedural Systems, Steam SDK / Discord SDK

Specialties: 3C Development, Backend Gameplay, Economy Systems, Shader Optimization.



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Co-Founder & Programmer DontGiveUp Interactive https://store.steampowered.com/app/3871040/Ball_Shot_Arena

2024 - 2026

- **Product Architecture:** Designed and implemented all core 3C systems, crossplay networking infrastructure, and cloud save systems in Unity for Ballshot Arena (Mobile / PC / Steam Deck).
- **Studio Operations:** Founded and operate a remote-first studio with a team of four across disciplines and seniority levels, managing production and the full development lifecycle of a crossplay title from the ground up.
- **Pipeline:** Authored custom asset integration and technical art pipelines bridging design intent and engine constraints across a distributed team.
- **Fundraising:** Spent two months across Vietnam and Singapore pitching Ballshot Arena to investors, building relationships and actively seeking funding to scale the studio.



Advanced Gameplay Programming Professor LISAA Bordeaux <https://www.lisaa.com/fr>

2025 - 2026

- Design and deliver an advanced Unity programming curriculum for final-year game development students targeting professional industry standards.
- Mentor students through end-of-year shipped projects and portfolio development, providing technical direction across gameplay architecture, optimization, and production.



Game Development Instructor Auto Entrepreneur

2023 - 2026

- Tailored one-on-one instruction for a client base of seven, from Python fundamentals through full 3D Unity production.
- Guided a blind student through building a custom sound-based engine in python with integrated 2D graphics, rethinking Unity's architecture around entirely non-visual interaction design.



Freelance Programmer ScreenJuice https://store.steampowered.com/app/1866130/Morbid_Metal

October 2025 - December 2025

- Morbid Metal (shipped): Overhauled boss fight mechanics and resolved critical bugs under live playtest conditions.
- Integrated Steam and Discord SDKs for social features and rich presence.
- Developed and tuned multiple character control and combat mechanics from design spec to final feel.



Gameplay Programmer Ubisoft Montpellier <https://www.ubisoft.com/fr-fr/game/beyond-good-and-evil-2>

2022 - 2024

- Unannounced Rabbids Project (Mobile / C# + TypeScript): Built full-stack features including a multi-tier currency equivalency system (Euro to Hard/Soft currency), two arcade mini-games, and the frontend and proceduralized backend of an in-game shop with an economy designer.
- Beyond Good & Evil 2 (AAA / C++): Produced gameplay elements from scratch, owned the full asset integration pipeline (models, rigs, shaders, animations), and assisted debugging experimental engine tooling.

GAME JAMS

- **Flatten Penguin** : 48h **puzzle game** (Perpignan Game Jam 2022, team of 5). A penguin who can flatten from 3D to 2D to explore Aztec ruins. Winner of the **Public's Choice Award**.
- **Oh My God It's Human Eating Cakes** : 36h **action game** (duo). Isometric survival game where you gather ingredients while dodging carnivorous cakes.
- **Hell Factory** : 2D **puzzle game** built in under 30h (team of 3).
- **Crystal in the Grass** : **Strategy game** (ETPA Inter-Campus Game Jam 2021, team of 4).

EDUCATION



RNCP6 Game Developer (Tech Specialty) ESMA Toulouse

Sep 2019 - June 2022

- Led a team of seven over eight months on Makina, a cross-platform PC vs VR asymmetric multiplayer game. Engineered a custom network bridge between two separate Unity projects by reworking the Mirror SDK, and handled all PC player mechanics. Awarded the Student Project Award at Montpellier Stream Show, presented at Paris Games Week two consecutive years, TGS Montpellier, and the Influencer Conference in Toulouse.



Scientific High-School Diploma (Bac S) Lycée Bernard Palissy

Sep 2016 - July 2019

- Gained a strong knowledge of applied mathematics. Specialized in Computer science and made a game as my end of the year project that scored a perfect 20/20.

ADDITIONAL

- **Languages:** English (fluent), French (fluent)
- **French & New Zealand passports**
- **Outside work:** sailing (12-metre steel expedition ketch), 5 a side football
- **Volunteer elderly care**, dementia support (2020) · **Hospitality, Inventory & guest relations**, Bar, Cape Verde - Africa (2014–2016)

Find out more about me on my website : maxmartinsherie.com