Maxime Solaire

Senior Unity Engineer & Technical Lead

Gameplay Programmer specializing in **real-time rendering systems**, **gameplay architecture**, and **technical leadership**. 10+ years Unity with deep expertise in C#, HLSL, and high-performance systems.

PROFESSIONAL EXPERIENCE

Studio Black Flag

Bordeaux, France   •   **October 2015 – July 2024**

Orphan Age – Survival Management Sim │ Unity/C# │ PC 2016-2024
Click of Cthulhu – City Builder Idle Clicker │ Unity/C# │ PC 2020
Yrminsul – Tower Defense │ Unity/C# │ PC 2016

Grew from sole engineer to executive leadership, combining technical expertise with business development and team management throughout an 8+ year journey.

Executive Producer │ Dec 2022 - July 2024
Hands-on leadership with continued technical contributions

Technical Contributions (Hands-on)
- **Optimized lighting & mesh systems**, achieving **4-5x FPS improvement** only with the lighting
- Created **in-game bug reporting and feedback system** with Trello API integration (later migrated to ClickUp API)

Production Leadership
- **Led a cross-functional team of 15-20+ people** (employees and freelancers, junior to senior): recruitment, onboarding, production planning, cash flow, mediation, tasks attribution and review.
- **Managed strategic relationships** with publisher (Ubisoft) and VC investor (Global Top Round): Led **creative direction overhaul**, restructured production plan and deliverables, reporting, negotiations, and securing **contract renewal at no additional cost**

Engineer / Lead Engineer │ Oct 2015 - Dec 2022
Scaled from 2-person team to 18-person studio

Gameplay & Tools Programming
- **Core engineer on Orphan Age** from concept to production-ready build, working in a 2-person team for 5 years before studio expansion. Built foundational game systems: AI, UI, save/load, localization framework, and core gameplay loops
- **Migrated codebase to Addressables**, reducing startup time and enabling scalable asset management for DLC-ready architecture
- **Designed and built Quest Editor tool** enabling designers to create in-game quests without programming
- Developed **Google Docs/Sheets integration tooling**, making design data accessible directly in-engine
- Developed **custom multi-color outline system** in HDRP render pipeline using screen-space techniques ([technical writeup](#))

CI/CD & Infrastructure
- **Architected and maintained self-hosted CI/CD pipeline**: server hardware + Docker infrastructure via Portainer (Gitea + Drone + custom bots)

Business Development & Strategy
- Represented the studio at **Gamescom 2018** (B2B), directly pitched to Ubisoft while showcasing the prototype, initiating the publishing relationship that led to the deal
- Awarded a place in **GTR accelerator partnership** (top 10 of 500 projects) in Busan in 2019, bringing strategic investment and production support
- **Negotiated and signed a multi million € publishing contract** with Ubisoft Open Innovation (December 2020)

Solo Developer

Roma, Italia   •   **September 2014 – October 2015**

Escape Light – Mobile Puzzle Game │ Unity │ Android (Play Store)

Game Developer & Self-Publisher │ Sep 2014 - Oct 2015

Development
- **Developed complete mobile game solo**: gameplay programming, UI/UX implementation, and technical optimization for Android
- **Built custom puzzle mechanics** and level progression system

Design & Publishing
- **Managed full product lifecycle**: game design, art direction, and market release strategy
- **Published on Google Play Store**: handled store page creation, asset preparation, and post-launch monitoring

ADDITIONAL INFORMATION

ENGINES & LANGUAGES

Unity - 10 years
Unreal Engine - 1 year

C# / .NET - 10 years
Git - 6 years
HLSL - 3 years
Blueprint - 1 years
C++ - 1 years

TOOLS & PIPELINE

Docker / Portainer - 5 years
Gitea & Drone CI - 3 years

Google Sheets & API - 8 years
Trello / ClickUp- 3 years

AWARDS

Best Game
Game For a Cause - *Hoodie Hitchhike*
Worldwide - oct 2025

Innovation in Games Award
Ludicious Festival - *Orphan Age*
Zurich, Switzerland - jan 2019

Jury Prize - Best Indie Game
Stunfest - *Orphan Age*
Rennes, France - may 2018

DETAILS

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EDUCATION

Master of Science - Image & Sound Processing (R&D)
University of Bordeaux, Bordeaux, France
Graduated June 2014 | with Honors

Bachelor of Science - Computer Science
University of Bordeaux, Bordeaux, France
Graduated June 2012

LANGUAGES

French - Native

English - Proficient