MAXIME ISNEL

TECHNICAL LEAD
UNREAL ENGINE

CONTACT DETAILS

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- www.maximeisnel.com

French • English

SKILLS

- C++ / C# Development
- Unreal Engine
- TeamCity CI / CD
- Docker/Scripting (Shell, Powershell, Python)
- Git / Perforce

HOBBIES

PROFESSIONAL EXPERIENCES

2023 - 2025   *Agenium • Toulouse*
Technical Lead

- Engineered a C++-based streaming system for a planetary-scale terrain in Unreal Engine shipped for Windows and Linux.
- Designed, developped and deployed a virtual terrain production pipeline for Unreal Engine
- Set up Perforce Helix Core production workflows (Helix Core Server, Streams, Virtual Streams, Helix Swarm)
- Established continuous integration pipelines with TeamCity for Unreal Engine builds
- Deployed production monitoring system with Prometheus and Grafana to track build and toolchain metrics

2021 - 2023   *Agenium • Toulouse*
Real-Time 3D Engineer

- Designed editor tools in Blueprint/C++ to automate repetitive tasks (material link, level assembly, attributes remapping)
- Developed Unreal Editor extensions (custom gizmos, widgets, Editor Utility Widgets, viewport widgets)
- Optimized the performance of applications built with Unreal Engine (LODs, HISM, HLODs, Nanite)
- Integration of 3D models and visual effects from 3D artists into Unreal Engine applications
- Researched photorealistic rendering techniques (ray tracing, Lumen, displacement, advanced texturing, parallax)

2020 (6 month)   *CELAD • Toulouse*
Game Development Internship Mankind Remastered

- MMORTS Development on Unity (C#)
- Online game server development (C++)

2019 (6 month)   *INRIA • Toulouse*
Internship on Stylized Rendering

- Fragment shader creation (GLSL)
- Procedural noise modification (C++ & GLSL)

PERSONAL PROJECTS

- Prototyped Gameplay and AI on Unreal Engine in a Rogue-like game using GAS and State Tree
- Created a homelab (virtualization, Docker containers, media center, identity provider, stats monitoring, reverse proxy)

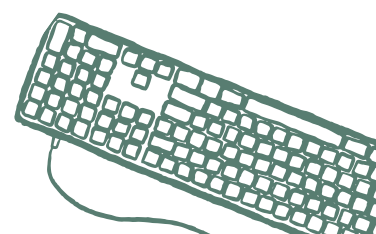## EDUCATION

Master in Images, Games and Intelligent Agents
Montpellier's University • 2019/2020

Master's in Computer Science
Grenoble's Unversity • 2017/2018

Bachelor's in Computer Science
Grenoble's University • 2014/2017