Élisée MAURER

Game developer, software architect, team builder
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Objectives

I ship high-quality creative products, be it games or applications.
I value life-long learning and teamwork through mentoring and being mentored.
My work has a positive impact in the world and brings people joy and connectedness.
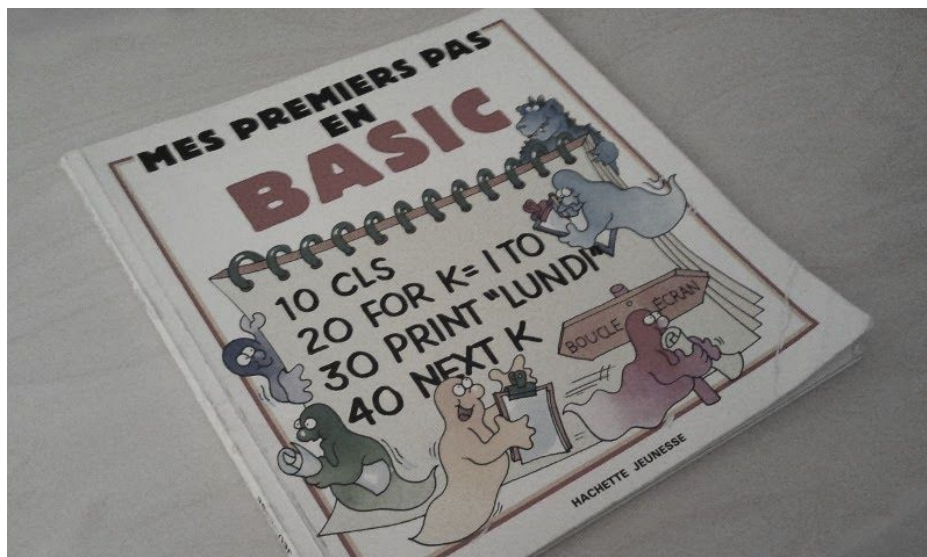
Education

Fascinated by the magic of computers, I started making games at the age of 8.
I **taught myself game programming** and software development over the course of many years building prototypes and shipping software.

Throughout middle and high school, I learned various languages (BASIC, Pascal, C, C++, HTML/CSS/JS, PHP, Assembly, Python, Lua, Java, C#...), **experimenting with technologies** (low-level graphics programming, networking, physics engines, UI toolkits, multimedia libraries, scripting...) around games and apps on both Windows and Linux.

I built and ran a programming forum for French speakers called ProgBoards (~2002) and created an online gold rush sim game named TreaSeek (~2004) with a few hundred regular players. On top of **many game prototypes of all sorts**, I **wrote a few apps**: peer-to-peer file sharing program, XMPP messaging client, email client, and so on.

After getting my baccalauréat series S with highest honours, I entered the SUPINFO International University, and through my first-year summer internship, was hired away as a programmer in the games industry.

Experience & Skills
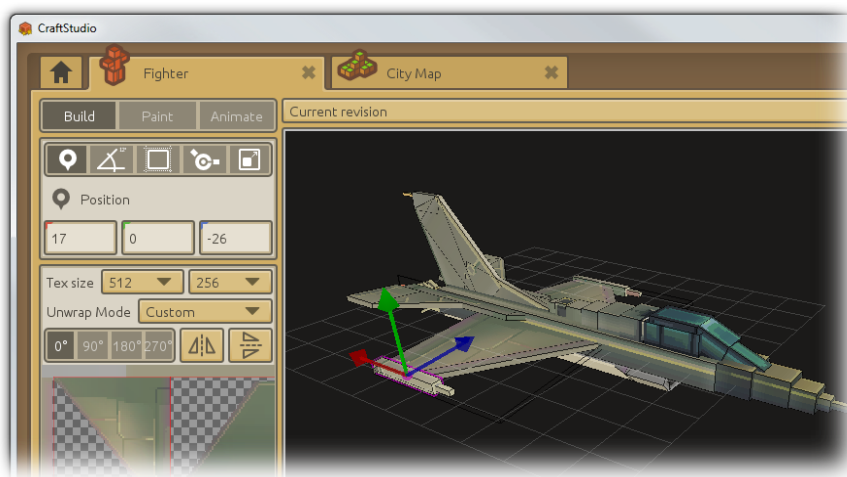
2009 - 2011: **Creative Patterns**

I spent a few years at Creative Patterns **honing my skills** thanks to a great mentor, working on titles for the Nintendo DS (*Imagine Boutique Owner*, *TURN: The Lost Artifact*), iPhone (*TURN: The Lost Artifact*, *Pigeon Squadron*, *Little Marmiton*), Xbox 360 and PC (*QuadSmash*).

2011 - 2014: **CraftStudio**

In 2011, I started a company called **Sparklin Labs**. Inspired by Minecraft and Unity, I pioneered an all-in-one real-time collaborative game-making app, running a successful crowdfunding campaign with 600+ backers.

Over the course of 3 years I **released hundreds of versions** of **CraftStudio** for Windows, Mac and Linux to **a few thousand happy customers** of all ages, shipping launcher, client, server and runtime. As part of the project, I built a scriptable game engine, a full-blown UI framework and a collaborative text editing library based on operational transform. I also **ran my own infrastructure** for accounts & **handled payments** through PayPal and Stripe.
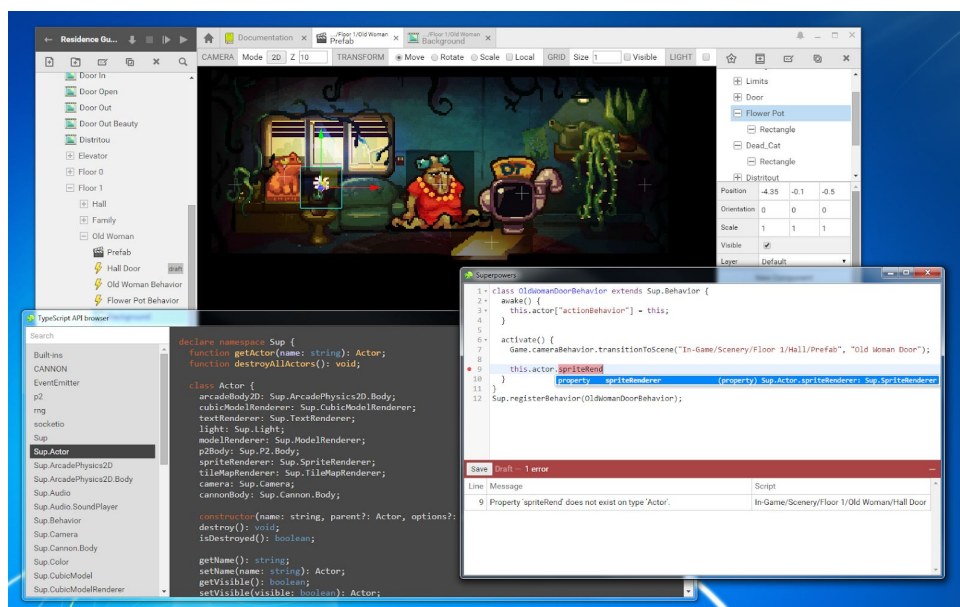

On the side, I built half a dozen Web party games: a word game called **BombParty**, the massively-multiplayer user-generated trivia game show **Master of the Grid** and a

pretend-money betting game **[Spelunky Death Roulette](#)**, garnering millions of views on YouTube and Twitch.

2015 - 2016: **Superpowers**

In 2015, I invited a couple talented people I met through CraftStudio to build **[Superpowers](#)**, a new open-source, extensible collaborative game-making app that runs in the browser, **teaching software development** to one of my coworkers in the process. We held weekly livestreams for our community, sharing progress and integrating community feedback.

Throughout the years, I took part in **over 30 game jams**, shipping [multiple top 5 entries for Ludum Dare](#) and the Global Game Jam, with teams of up to a dozen people collaborating efficiently **thanks to my leadership skills** and live collaborative tools with fast iteration times.

2016 - 2020: **Hytale**

In 2016, I joined Hypixel Inc. (now **Hypixel Studios**) to lead the development of [the Model Maker](#) for **[Hytale](#)** after they had been using CraftStudio's modeling tool for a year. I then took over the development of the client core, rewriting the prototype into a

production-quality codebase and **helping set up good practices** around code review and standards as the team grew. The game is highly anticipated with 50+ million trailer views.

On the side

I've enjoyed giving days-long **workshops** on game making as well as shorter **classes** covering aspects of computer sciences. Various people have mentioned my streams, tools and workshops as having inspired them and helped them get started with a programming career, which brings me a lot of joy.

I'm always tinkering away at some side-projects whether it's [a bot that lets you make games by tweeting emojis at it](#), a bot that plays Spelunky on its own, [a marching-square terrain physics game](#) or [machine learning experiments](#).

Hobbies

Lately I've picked up **improv theater** and a bit of [songwriting](#) with my ukulele. I enjoy [taking pictures](#). I record [a **podcast** where I talk with friends](#) about what gives meaning to our lives. I sometimes help run events as a volunteer for Alsace Digitale.

I love telling **stories** and writing **poems** and since 2018 I share my journey of self-understanding and self-improvement in [a yearly open letter](#).

I enjoy **making** stuff like [this cardboard pinball machine](#), [this Arduino RC car](#) and [this oversized soapbox car](#). I also have a [keen interest](#) in **artificial intelligence**.

I like to [fly](#), **travel** and meet new people. I've recently taken part in month-long co-living trips in Japan, [Sweden](#) and Vietnam.