

MACEO VIVIER

Senior Software Engineer · Game Developer

CONTACT

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SKILLS

Engine & Language

C#, Unity, HLSL / URP shaders,
Python, Bash, Node.js

Architecture

Clean architecture, command pattern,
dependency injection, reactive
programming (R3 / UniRx), UniTask

Gameplay & UI

Gameplay systems, UI Toolkit,
DOTween

Backend & Services

Firebase (Crashlytics, Realtime DB,
Cloud Functions, Auth), Google Play
Billing, Play Games Services, Game
Center

LiveOps & Analytics

LevelPlay / IronSource, AppsFlyer,
Amplitude, Google Analytics, Firebase
Analytics

DevOps

GitLab CI/CD, Unity Cloud Build,
Android / iOS pipelines, Gradle,
TestFlight

Tools

JetBrains Rider, Git, Photoshop

LANGUAGES

French · Native
English · Fluent

EDUCATION

EPITA · Engineering School

Diplôme d'Ingénieur, Multimedia
technologies
Paris · Sep 2019 – Jan 2022

CPGE · Lycée Berthollet

Math Sup / Math Spé (engineering
prep)
Annecy · Sep 2017 – Jul 2019

PROFILE

Senior Unity / C# engineer with 4+ years shipping and operating live mobile games. Lead developer on a free-to-play title with 200K+ players and a 4.7-star rating, owning gameplay and live-ops architecture across iOS and Android. Specialized in clean, scalable, reactive architecture and end-to-end delivery, with a designer's grasp of gameplay and UX.

EXPERIENCE

Senior Software Engineer · Lucky Duck Games

Paris · Jan 2022 – Present · Promoted from Software Engineer in April 2026

- Lead developer on Joking Hazard, a live free-to-play mobile party game; own core gameplay and live-ops architecture across iOS and Android.
- Architected a clean, modular, testable Unity codebase (command pattern, reactive programming with R3, UniTask), improving maintainability and iteration speed.
- Authored reusable internal Unity packages (CI, dependency injection, analytics), standardizing tooling and cutting boilerplate across projects.
- Shipped major live-service features end to end: a guild social system, real-time chat, and season-pass progression, iterating from live player analytics.
- Built and owned a GitLab CI/CD pipeline automating iOS and Android builds and store deployment, removing manual release overhead.
- Kickstarted multiple new projects from concept to playable build, owning architecture, UI, and gameplay prototyping.
- Ran code reviews and helped set code-quality and architecture standards across the team.
- Worked cross-functionally with artists, game designers, and product owners, grooming the backlog and scoping sprints in an Agile workflow.

Unity Developer, Internship · Loltap

Sep 2020 – Jan 2021

- Built and shipped hyper-casual mobile games in Unity, running retention and engagement experiments to improve KPIs.

PERSONAL PROJECTS

Dungeon King · Solo mobile game

Mobile card roguelike · self-published on Google Play, 2024

- Designed, coded, and self-published a solo mobile card roguelike end to end: gameplay, art, networking, and live release on Google Play.

RECOMMENDATION

"Macéo is a talented Unity developer with the technical skills of a senior engineer and the player experience intuition of a game designer. Macéo's ability to quickly learn new skills is impressive and his work ethic is commendable. I wholeheartedly recommend Macéo as a Senior Unity Developer."

Jacek Gulij, Lead Unity Developer, Lucky Duck Games (direct manager)