

● Maxime Perniola

AI Project Engineer · spec, build, ship

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PROFILE

Eighteen years of making software from every angle: iOS and Java developer, Scrum Master, product owner, CTO, studio founder, presales director. 50+ applications and 10+ games shipped, a 1M€+ payment platform, a VR multiplayer game. I turn a client brief into a product in production, end to end: scoping and pricing, architecture, development with AI tools, delivery. And I know how to lead a team when the project scales.

EXPERIENCE

2026 →

Presales Director, VeryPay · Vervysell Group · Grenoble

Presales and solution consulting for VeryPay's digital payments and financial inclusion platforms across Africa and emerging markets. I own complex opportunities end to end, from first contact to handover to delivery.

- Solution architectures and deployment models for telecom operators, financial institutions and public sector programmes
- Executive workshops, technical discovery, architecture reviews
- Commercial proposals, statements of work and business cases
- NFC and contactless, mobile wallets, closed-loop payments, merchant acceptance networks

2026 →

AI Project Manager, Computer Vision and Mobile AI · SmartDev · Grenoble

Confidential computer vision programme: automated floor plan generation and real-time environment scanning on iOS, with AI/ML engineers, iOS developers and QA.

- Coordination of model training, evaluation and optimisation cycles
- Data collection, annotation and validation workflows
- Roadmap, sprints, milestones, release governance, risks and budget

2024 → 2026

Presales Director, Vervysell AI · Vervysell Group · France

End-to-end presales for AI and software projects for fintech and education clients. Turning an ambiguous brief into a structured, costed proposal.

- Deals in the 250–300k USD range closed or progressed on the UK market, 15–20% conversion on competitive RFPs
- 500k€+ in won projects per year through precise technical estimation
- Built and led a combined technical and sales team
- Structured discovery workshops before any estimate, reducing scoping risk

2022 → 2025

Head of Production · Vervysell Studio · France

Produced a cross-platform VR multiplayer game from zero to a functional alpha, while overseeing a client portfolio worth 500k+ USD.

- Tome Keeper (VR): asymmetric multiplayer, one VR player versus three mobile players, peer-to-peer networking, Meta Quest 3 and Android, 18-person team across France and Vietnam
- Six or more client projects: educational serious games, generative AI for 2D assets, luxury 3D pipelines, PC/Steam VFX
- Agile adoption across distributed teams, Scrum Master coaching, PI Planning

[2021](#) → [2022](#)

Founder and CEO · VeryPlay Studio · Da Nang, Vietnam

Founded a mobile game studio from scratch within SmartDev, managing 760k€ of investment across parallel project streams.

- 760k€ secured: investor pitches, P&L forecasts, full production pipeline
- 18-person core team, plus a 13-expert blockchain sub-team for Web3 prototyping
- Freaking Bombers shipped to alpha, from concept to playable build

[2019](#) → [2022](#)

Chief Technology Officer · SmartDev · Da Nang, Vietnam

Owned the full pre-delivery pipeline of a 100+ person software company: client scoping, technical estimation, RFP responses, team capability development, university partnerships.

- Presales for software and AI projects across several verticals: estimates, technical proposals, RFP responses
- Managed 20+ technical profiles: hiring, internal training, performance evaluation
- University partnerships and inter-company technical networks in Da Nang

[2017](#) → [2019](#)

Scrum Product Owner · SmartDev · Da Nang, Vietnam

End-to-end product ownership of a 1M€+ contactless payment platform for Swiss and French banking groups, delivered on time in a highly regulated environment.

- Full backlog for iOS, Android and backend teams, in a SAFe environment across three time zones
- Banking regulatory compliance, French and Swiss client expectations managed simultaneously
- Agile coaching, workshops, support for Scrum Masters and developers

[2015](#) → [2017](#)

Game Producer · Gameloft · Da Nang, Vietnam

Led a 25-person cross-discipline team producing and evolving live mobile game titles.

- Four major content updates for Little Big City 2 on Google Play and the Gameloft Shop
- Two additional titles: a feature-phone N.O.V.A. and a 3D HD port of Dungeon Hunter
- Introduced Agile practices in a studio not yet Scrum-mature

[2014](#) → [2015](#)

Mobile application developer · blue-infinity · Genève, Suisse

iPad applications in Swift for a large Swiss industrial company, multi-country and multilingual. Indoor geolocation with CoreMotion, CoreLocation and socket.io.

Swift · iOS · socket.io · Salesforce

[2011](#) → [2014](#)

Scrum Master and mobile engineer, Schneider Electric · OPEN · Montbonnot

Technical lead and Scrum Master on Schneider Electric's mobile projects. Team scaled from 2 to 8, Scrum implemented from scratch.

- eCatalogue app: Silver Trophy, Connect to Customers category, 2012 Global Business Connect Trophies
- iOS, Android and web development for the eTool and Wiser projects

iOS · Android · Scrum

[2008](#) → [2011](#)

Software engineer · OPEN · Montbonnot

iPhone development for SFR (SFR Mail client), Natixis InterEpargne and Mootwin; push notification platform in Grails. Java/J2EE in a Scrum team for STMicroelectronics and SNCF, including an RFID tracking system in SOA.

Java / J2EE · iOS · Grails · Scrum

PROJECTS BUILT SOLO, 2026 →

Quiz Buzzer [sync-buzzer.vercel.app](#)

Quiz buzzer synchronised across ten phones in under a hundred milliseconds. Host accounts, persistence, game history, leaderboard, reconnection with state restore, full accessibility, end-to-end tests, and targeted fixes for iOS Safari and Samsung Internet.

Scopa Fortuna [maxipapa.itch.io/scopa-fortuna](#)

Pixel-art roguelike card game. Eight acts, a shop, a talent tree, six bosses, bilingual, playable with a keyboard or a finger.

Undercover [undercover-remake.vercel.app](#)
Party game played on a single phone passed around. Multilingual, saved games, role revealed with a long press.

Catalogue PS Plus [whattoplay.games](#)
The Premium catalogue sorted by rating, cross-checked every night against four public databases across ten countries, with leaving-soon alerts and a documented methodology.

Taekwondo Meylan [taekwondo-meylan.com](#)
Full rebuild of a sports club website: migration from WordPress, online registration and payment, calendar, blog, content editable by volunteers with no technical skills.

ZH MapForge [zh-map-forge.vercel.app](#)
Map editor for Command & Conquer Generals Zero Hour that does not need the official World Builder. Terrain and elevation brushes, object placement, spawn points, AI attack routes computed on the actual terrain, map catalogue with thumbnails. Desktop app, browser UI, nothing leaves your machine.

GENREP [genrep.vercel.app/genrep.html](#)
Post-game report for Command & Conquer Generals and Zero Hour. Drop one or more .rep files, everything is decoded and analysed in the browser, nothing is sent anywhere.

SKILLS

Scope and estimate

- Presales
- Fixed-price estimation
- Solution architecture
- RFP responses
- Discovery workshops

Lead

- Product ownership
- Scrum, SAFe
- Distributed teams
- Hiring
- Budget and P&L

Build

- TypeScript
- Next.js
- Astro
- Node
- Supabase / PostgreSQL
- Real-time
- Swift / iOS
- Java
- Phaser

Verify and ship

- Playwright
- Accessibility
- Vercel / Cloudflare
- Claude Code

HIGHLIGHTS

- 50+ web and mobile applications shipped across fintech, enterprise and consumer
- 10+ games shipped to stores: iOS, Android, PC, VR
- A 1M€+ contactless payment platform for Swiss and French banks, delivered on time
- Tome Keeper, an asymmetric VR multiplayer game on Meta Quest 3 and Android, from zero to alpha with 18 people
- 500k€+ in AI projects won per year, with a technical and sales team I built
- A game studio founded in Vietnam with 760k€ of investment
- A 2012 Schneider Electric Silver Trophy for the eCatalogue app
- Seven products online, built solo since February 2026

LANGUAGES

- French, native
- English, full professional
- Italian, limited working
- Vietnamese, elementary

EDUCATION

2006 → 2008 **Master's degree, Human-System Communication Engineering** · Université Grenoble Alpes

2005 → 2006 **Bachelor of Engineering, Multimedia Systems** · Edinburgh Napier University

2004 → 2005	DUT (two-year degree, one-year track), Computer Engineering · Université Grenoble Alpes
2002 → 2004	DUT, Statistics and Data Processing · Université Grenoble Alpes

VOLUNTEERING

2024 →	President · Taekwondo Meylan
2000 →	Webmaster, including the 2026 site rebuild · Taekwondo Meylan

INTERNSHIPS

2008	Engineering internship: Java tool managing modules in a perceptive environment · MICA, CNRS, Hanoi, Vietnam
2005	Technology internship: automated translation tool · Danang University of Science and Technology, Da Nang, Vietnam