# ARTHUR SCHEIDEL

## Computer Science degree graduate

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*Passionate about video games, I've pursued my passion through a computer science degree with strong C++ programming, done three Game Jams with great team works and publishing two games on my own.*

## EDUCATION

### 2015 to 2017:
**Master's Degree Software and Knowledge Engineering**
*University of Strasbourg, France*
- Worked hard to be **graduated with honours,** took the lead in most of the practical projects.
- Learned management & communication tools & successfully used them in **team works.**

### 2011 to 2015:
Computer Science Degree
*University of Strasbourg, France*
- Took optional **3D geometry** & **network courses** to extend my versatility.

## PROGRAMING

*C, C ++ & C#*

*Java & R*

*HTML5/CSS3 & SQL/PHP*

## DEVELOPMENT

*Unity 3D*

*Image, video & audio editing*

*Git / GitHub / Asana*

*Unreal Engine 4*

## OTHERS

### Languages:
- Excellent English
- Basic German
- Notions in Japanese

### Activities:
- Traveled to Akihabara, Japan to visit the mythic arcade centers.
- Attended a conference of the father of the Japanese video game T. Nishikado & read his biography.
- Self-taught guitar for 7 years & skateboard for 10 years
- Love the *Extra Credit* YouTube channel (about Game Design)

## WORKS AND OTHER EXPERIENCES

### Nov 2017 – Present: Self-employed
*Self-motivated, I'm proactive and learn new things every day.*

- Fully developed my **Personal Webpage** containing details & github repos links on my projects (HTML, CSS, JavaScript).
- Solved over than 100 HackerRank.com **C++ challenges.**
- Completed my first **Unreal Engine** training game project.
- Reviewed, **debugged and published** my Game Jams games on itch.io.

### Sep 2017: *"Rody Maker"* Game Upgrade (personal project)
*Made a consequent upgrade to Rody à Ibiza (cf. below) adding a level editor.*

- **Rewrote C# scripts** to make the levels data exportable.
- Integrated the editor within the game using the original aesthetics.
- **Released the game** on itch.io and have over than 200 downloads.
- Made several **documented updates.**
- Produce a tutorial video on my YouTube channel.

### Aug 2015 – Aug 2017: Data Scientist at Bioptimize
*Apprenticeship in a R&D start-up in Data Analysis.*

- Learned to developed **R scripts** by professional trainings and autonomously.
- **Optimized** existing scripts up to 400% with metaheuristic optimization algorithms.
- Learn to **work remotely efficiently** by using organization and communication tools.

### Dec 2015 – Sep 2016: *"Rody à Ibiza"* Full game release (personal project)
*Developed and published a full game during my free time.*

- Self-learned **Unity & C# scripting.**
- Reproduced the 240p 16 colors original limitation of the Atari-ST *Rody & Mastico* games.
- Emulated the original **vocal synthesizer** by recorded phonemes clips & by a **C#** program.
- Made it **well polished** supported by famous French youtuber Benzaie, who made a video on it.
- **Manage two teammate** that helped me in the arts.
- Made a dedicated and interactive website and several videos about it.

### Aug 2015, Jan 2016 & Aug 2016: Game Jams
*Took part in three game making competitions to develop games with others passionate.*

- **Worked fast** and stay focused because of the short deadlines (24-48h).
- **Been versatile** and learned new things (game design, level design, 3D modeling).
- **Teamwork efficiently** to optimize the productivity, splitting tasks, defining realistic goals.

## PRACTICAL PROJECTS

### Practical Projects of the Master's Degree
- Got the best rating in the Bioinformatic project by using the **OOP** and the **Parallel Computation** skills to develop a **Java** software which generates **statistics over the GenBank's Big Data** base.
- Wrote a sub **C compiler**, with **Lex, Yacc and C** that produce a working executable.
- Used **AJAX** for a shopping website with a dynamic cart, integrating a JPG model with **CSS**.

### Practical Projects of the Bachelor's Degree
- Developed a **C++** program that used a genetic algorithm to optimize shortest path in 2D map.
- Coded a **C++** software that creates 3D object by stereoscopy using two shifted pictures.
- Realized a barter website **back and front-end** with pure PHP/HTML/CSS/JS