ARTHUR SCHEIDEL

Computer Science degree graduate

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Passionate about video game, 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

- Hard worked to be **graduated with honours,** took the lead in most of the practice 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

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

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.
- Solved over than 100 HackerRank.com **C++ challenges.**
- Completed first **Unreal Engine** practice game project.
- Reviewed, **debugged and published** my Game Jams games on itch.io.

Sep 2017: Game Upgrade *Rody Maker*

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: Full game release *Rody à Ibiza*

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 rerecorded 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 jams to develop game 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, sound design, 3D modeling).
- Had to **teamwork efficiently** to optimize the productivity, splitting tasks, defining realistic goals.

TRAINING PROJECTS

Training 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 generate statistics over the GenBank's **Big Data** base.
- Wrote a sub **C compiler**, with **Lex, Yacc and C** that produce a working executable.

Training 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 generate 3D object by stereoscopy using two shifted pictures.