ARTHUR SCHEIDEL

Lead Unity Developer & Blockchain Innovator

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Passionate game developer with extensive experience in Unity and blockchain integration. Proven track record of managing teams, developing innovative gaming solutions, and rapidly adapting to cutting-edge technologies. Committed to pushing the boundaries of game design and development.

EDUCATION

2015 to 2017:

Master's Degree Software and Knowledge Engineering

University of Strasbourg, France

- **Graduated with honors**, showcasing leadership in practical project executions.
- Acquired expertise in management and communication tools, applying them effectively in team environments.

2011 to 2015:

Computer Science Degree

University of Strasbourg, France

- Expanded knowledge base with specialized courses in **3D geometry** and **networking**.

PROGRAMING

C#

C, C++, Java …

HTML/CSS/JS (TS)

DEVELOPMENT

Unity 3D

Git / GitHub / Atlassian / Notion

Image, video & audio editing

Unreal Engine 4

OTHERS

Languages:

Fluent: French (Native), English
Notions in German and Spanish

Activities:

- Engaged with industry leaders; attended a lecture by T. Nishikado, the pioneer of Japanese video gaming.
- 8 years of self-taught guitar.
- Dedicated 15 years to skateboarding, doing competitions, YouTube and Instagram content highlighting gaming and skateboarding.

PROFESSIONAL EXPERIENCES

Apr 2023 – Today: Lead Unity Developer @ Yumon

Pioneering the evolution of Unity development at Yumon.
- Spearheaded the creation of competitive multiplayer and cross-game avatar functionalities.
- Integrated backend server communication for player data, leaderboards, shops, and avatars.
- Achieved mobile app store compliance with blockchain-based avatar systems.
- Successfully created a modulable framework, for rapid external gameplay integration and scaling.
- Collaborated in agile environments with daily scrums, sprint reviews, Notion and GitHub.

Mars 2022 – Apr 2023: Lead Developer & CTO @ Yellow Teapot

Directed Unity and full-stack development initiatives.
- Steered projects that involved Unity, multiplayer server, NFT integration, and web app creation.
- Managed game developers, designers, and artists, ensuring goal alignment.
- Established robust technical workflows, best practices, and architecture.
- Cultivated a supportive environment through mentoring and positive communication.

Dec 2019 – Feb 2022: Freelance Unity Developer

Delivered Unity games independently and in collaboration with renowned publishers.
- Unveiled a popular crypto fan-game, celebrating 10K downloads with a 4.9-star rating.
- Crafted Hyper Casual games alongside industry giants like Voodoo and Homa Games.
- Innovated a goal-driven AI algorithm for Spoon.ai Robot.

Feb 2019 – Nov 2019: Gameplay Programmer @ Ubisoft Mobile Games

Integral part of Ketchapp's burgeoning development team.
- Conceived ultra-casual mobile games, rapidly iterating with Unity.
- Solo-developed prototypes, progressing from conception to execution in as little as 3 days.
- Embedded in diverse responsibilities, from SDK integrations to ad networks and analytics.
- Proactively engaged in idea brainstorming and market assessments with the editorial team.

Mar 2018 – Feb 2019: Gameplay Developer @ Celsius Online

Enhanced live mobile games in a dynamic team setting.
- Enhanced live mobile games, with a spotlight project achieving over 10M downloads.
- Demonstrated versatility by working with diverse technologies like C++, ActionScript, and C#.

Aug 2015 – Aug 2017: Data Scientist @ Bioptimize

Apprenticeship in a R&D start-up in Data Analysis.
- Developed **R scripts** and data optimization initiatives with metaheuristic algorithms in a fully remote capacity.

PERSONAL PROJECTS

2015 – 2018: Rody Game Series

- Revived Atari-ST's legacy *Rody & Mastico* games with Unity & C#.
- Featured by prominent French Youtuber Benzaie on Twitch.
- Offered a suite of features, from story editors to custom story functionalities.

2015 – Current: Game Jams and Game releases

- Took part in many game-making competitions, learning **Unity & C# scripting.**
- Garnered recognition at the 2021 GGJ Online with the innovative educational game, "The Binding of Euclide". congratulated by the GGJ organization and **Mark DeLoura** on the YouTube Trailer.
- Expedited game development cycles, mastering the art of rapid prototyping and versatile skill development.
- **Teamwork efficiently** to optimize the productivity, splitting tasks, defining realistic goals.
- **Released** many games for PC and mobile.