ARTHUR WUHRLIN

Student at Telecom Paris / National University of Singapore

CONTACT

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LANGUAGES

FRENCH NATIVE

ENGLISH C2, **TOEFL 97 / 120 (2022)**

CHINESE A2

SKILLS

Languages / Tools:

C, C++**(4+ years of experience)**
Git, bash, C#, Java, Python

Computer Graphics :

OpenGL, Vulkan, RenderDoc, GLSL

VOLUNTEERING

#GENIUS Polytechnique : Tutor advising motivated high school students from disadvantaged backgrounds in their academic and career orientation.

Telecom Etude (Junior Entreprise): Board Member. Association of 35 members with a turnover of over €100k. Experience as a project manager with several companies (team management and client relations).

PASSIONS

Music : Guitar, Composition
Sport : Alpine and Water Skiing, Handball (Alsace Team 2016, former member of Strasbourg's CREPS)

PROFILE

Ambitious and **dedicated** in everything I do, I am efficient and **quick to understand** new concepts. Naturally **curious**, I **enjoy learning independently**, often by undertaking personal projects. Through these projects, I have developed the ability to be **autonomous** when facing various challenges.

EDUCATION

National University of Singapore (5th World, QS Ranking) **2024 - 2025**
Master of Sience, Double Degree
Master's Thesis: Streamed Gaussian Splatting
Coursework: Deep Learning, Multimodal AI, 3D Computer Vision

Telecom Paris (5th in France, L'Étudiant) **2022 - 2025**
Engineering Degree
3D Development: C++, OpenGL, Computational Geometry
Embedded Systems: Multithreading, Processor Architecture

Lycée Kléber **2020 - 2022**
Preparatory Classes for Grandes Écoles
MPSI / MP*, Computer Science option

EXPERIENCES

National University of Singapore, Singapore **2025 - 6 MONTHS**
Research Assistant
Led the development of a **real-time Gaussian Splatting pipeline** within **a team of 5 students.** Designed a **client-server architecture** using PyZMQ**.** Developed a **streaming level-of-detail algorithm**, enabling visualization on low-power devices**.**

Acadomia, Bourg-La-Reine **2023 - 6 MONTHS**
Private Tutor
Taught scientific subjects at middle and high school levels.

PROJECTS

Real-time 2D Fluid Simulation Game Without an Engine (C++ / OpenGL)
Developed a **game engine from scratch**. This engine includes a **2D rendering engine**, an event management, a level manager, and an abstraction for **Compute Shaders**.

Real-time Ocean Generation Using FFT (C++ / OpenGL)
Developed a **rendering engine** for mesh visualization. Implemented the statistical wave model for **real-time wave generation** using **Compute Shaders**.

Learning the Vulkan Library
Developed a **rendering engine** for .obj files using **Vulkan**.