

Student

Arthur Acker

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<https://github.com/tutur787>

Education

August 2021 - Current

Summary

Hard working and highly motivated programming polyglot, with proven leadership, teamwork, problem-solving and organization skills. Able to adapt to any situation quickly and able to help others while working in team.

Bachelor of Science: Statistics and Computer Science

McGill University – GPA : 3.66 – Graduation Expected

April 2025

Experience

September 2023 – November 2023

Mobalytics Remote Extern *Mobalytics*

- ☐ Recommended potential new games for Mobalytics
- ☐ Analyzed data of past years to see which genres had the best potential
- ☐ Explored player's psychology and market analysis

July 2022

Intern *Hutchinson*

- ☐ Created ticketing service used by the IT team in all North America
- ☐ Implemented the ticketing service on Redmine using cron jobs and rake
- ☐ Worked with IMAP and POP3 servers as well as Office Active Directory

November 2018 – September 2020

Intern *University of Southern California*

- ☐ Analysis of statistical data in games using R
- ☐ Analysis of modelling of functions in games
- ☐ Publication in the USC newspaper of LABEL, presenting interns' work on statistics

Extra Courses

- ☐ Game Theory at Stanford (6 weeks)
- ☐ Game Theory at University of Tokyo (4 weeks)
- ☐ C++ at UCLA (4 weeks)

Skills

- ☐ Programming
- ☐ Mathematics
- ☐ Data Science
- ☐ Statistics
- ☐ Leadership
- ☐ Organization
- ☐ Hard Working
- ☐ Fast Adapting

Interests

- ☐ Soccer
- ☐ Skiing
- ☐ Triathlon
- ☐ Video Games

Software

- ☐ Python
- ☐ R
- ☐ Java
- ☐ C/C++
- ☐ Bash
- ☐ Office 365

Languages

- ☐ French (Native)
- ☐ English (Bilingual)
- ☐ Spanish (Intermediate)