

# Aline Hufschmitt

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Born October 26, 1977

French nationality

Married name Hourcade



## Academic background

- 2014–2018 **PhD**, *Computer Science (Artificial Intelligence)*, Paris 8 University.  
Title : *Game decomposition in the domain of General Game Playing*.  
Laboratory : LIASD, EA4383  
Defended on October 4, 2018.
- 2013–2014 **Master**, *Computer Science (Artificial Intelligence)*, Mention très bien, Paris 8 University.  
Master1 : *Parallelization of a General Game Player on a MPPA architecture*.  
Master2 : *Automatic heuristic search for General Game Playing*.  
Director : Jean Méhat
- 2002–2003 **Professional Master**, *Hypermedia*, Paris 8 University, Mention très bien.  
Projects : scriptwriting, programming, soundtrack scripting and integration of the Bastringue site for "La Compagnie" (<http://bastringue.subts.free.fr>) and composition of music, sound and dialogues recording for the adventure video game *Ivanéa*
- 1998–2000 **Master**, *Music and Musicology*, Paris Sorbonne University, Mention très bien.  
Thesis : *Sound synthesis by physical models*.  
Directeur : Marc Battier

## Professional career

- 2019-2022 **Contractual teacher-researcher**, *Centre de Recherche des Écoles Saint-Cyr Coëtquidan, lab. MACCLIA*.  
Teaching at École Spéciale Militaire in Artificial Intelligence (M1), Game Engine (Unreal Engine), Algorithms and Programming design (C# & Unity).
- Fall 2018 **Contractual teacher**, *Paris 8 University*.  
Operating system and system programming, real-time programming
- 2016–2018 **Temporary Lecturer and Research Assistant**, *Paris 8 University*.  
Computer architecture, Shell programming and Linux system, programming tutoring, algorithmic, operating system and system programming, real-time programming
- 2015–2016 **Lecturer**, *Institute of Distance Learning of Paris 8*.  
Shell programming and Linux system. Writing of an *e-learning course*.
- 2004–2012 **Freelance webdesigner**, *AlineHUF Multimédias*, Oloron Sainte Marie (South West of France).  
Working as a freelance profession under the *AlineHUF Multimedia* banner : creation of websites, training in office automation and computer graphics, and computer maintenance

## Research domains

Artificial Intelligence  
Sound Proaction  
General Game Playing

## Publications

- 2021 A. Hufschmitt, S. Cardon, et E. Jacopin, Dynamic Manipulation of Player Performance with Music Tempo in Tetris, *In College Station'21 : 26th International Conference on Intelligent User Interfaces*, TX. ACM, New York, April 13–17, 11 pages, 2021.
- 2020 A. Hufschmitt, S. Cardon, et E. Jacopin, Manipulating Player Performance via Music Tempo in Tetris, *ACM CHI Play*, 2-4 Novembre 2020, Ottawa (Canada), 7 pages, 2020.
- 2020 A. Hufschmitt, S. Cardon, et E. Jacopin, *Can Musical Tempo Makes Tetris Game Harder?*, *IEEE Conference on Games*, 24-27 Août 2020, Osaka (Japan), 4 pages, 2020.

- 2020 A. Hufschmitt, S. Cardon, et E. Jacopin, [Sonotris: testing the influence of musical tempo on Tetris players performance](#), IEEE Conference on Games, 24-27 Août 2020, Osaka (Japan), 2 pages, 2020.
- 2019 A. Hufschmitt, J.-N. Vittaut et N. Jouandeau, [Exploiting Game Decompositions in Monte Carlo Tree Search](#). In *Proceedings of the 16th Advances in Computer Games Conference (ACG 2019)*, pages 1–12, 2019.
- 2019 A. Hufschmitt, J.-N. Vittaut et N. Jouandeau, [Recherche Monte Carlo multi-arbres pour l'exploitation des jeux décomposés..](#) In *13èmes Journées de l'Intelligence Artificielle Fondamentale (JIAF'19)*, pages 118-126, 2019.
- 2018 A. Hufschmitt, J.-N. Vittaut et N. Jouandeau, [Statistical GGP Games Decomposition](#). In *Proceedings of the IJCAI-18 Workshop on Computer Games (CGW 2018)*, pages 1–19, 2018.
- 2018 A. Hufschmitt, J.-N. Vittaut et N. Jouandeau, [Décomposition des jeux pour le General Game Playing](#). In *12èmes Journées de l'Intelligence Artificielle Fondamentale (JIAF'18)*, pages 1–10, 2018.
- 2016 A. Hufschmitt, J.-N. Vittaut et J. Méhat, [A General Approach of Game Description Decomposition for General Game Playing](#), In *Proceedings of the IJCAI-16 Workshop on General Game Playing (GIGA'16)*, pages 23–29, 2016.
- 2015 A. Hufschmitt, J. Méhat et J.-N. Vittaut, [Using the MPPA Architecture for UCT Parallelization](#). *IADIS 2015, International Conference on Gaming and Entertainment Technologies.*, pages 109–115, 2015.
- 2015 A. Hufschmitt, J. Méhat et J.-N. Vittaut, [MCTS Playouts Parallelization with a MPPA Architecture](#). In *Proceedings of the IJCAI-15 Workshop on General Game Playing (GIGA'15)*, pages 63–69, 2015.

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## Hobbies

Video games, piano, cornetto, model making, DIY and gardening.