



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

Professionnal career

- 2022-... **Maître de Conférences**, *Research Center of the Military Academy Saint-Cyr Coëtquidan, Defense Science and Technology cluster*
Teaching at ESM, Research in Sound Pro-Action, Behavioral Engineering and AI for Cyber
- 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 Pro-Action
IA for Cyber

Publications

- 2026 Aline Hufschmitt, Agathe Bilhaut, Ludovic Hoyet, Julien Pettré, and Anne-Hélène Olivier. You Walkin' to Me? How Footstep Sound Primes Anticipation in Virtual Pedestrian Collision Avoidance. In *IEEE VR 2026 - IEEE International Conference on Virtual Reality and 3D User Interfaces*, Daegu, South Korea, March 2026.

- 2026 Adam Balcerzak, Marcin Łączyński, Aline Hufschmitt, and Tomasz Gackowski. From code to cognition : Implementing a puzzle-based game framework for biometric analysis. In *2026 International Conference on Artificial Intelligence, Computer, Data Sciences and Applications (ACDSA)*, pages 1–6, 2026.
- 2026 Adam Balcerzak, Marcin Łączyński, Aline Hufschmitt, and Tomasz Gackowski. Human factors and emotional responses in fpv drone operations : Insights from a virtual reality simulation framework. *Computing Conference 2026*, page 9, 2026.
- 2025 Joël Bougron, Julien Alexandre Dit Sandretto, Bruno Ricaud, Stéphane Cardon, and Aline Hufschmitt. A discrete search and rescue problem under uncertain interval parameters. *Summer Workshop on Interval Methods (SWIM 2025)*, page 4, 2025.
- 2024 Adam Balcerzak, Marcin Łączyński, Aline Hufschmitt, and Tomasz Gackowski. Real-time gameplay data and biometric measurement integration as a data source for game user research. In Cezary Biele, Janusz Kacprzyk, Wiesław Kopeć, Jakub Możaryn, Jan W. Owsński, Andrzej Romanowski, and Marcin Sikorski, editors, *Digital Interaction and Machine Intelligence*, pages 144–156, Cham, 2024. Springer Nature Switzerland.
- 2024 Aline Hufschmitt, Stéphane Cardon, Jules Borel, Florian Wolf, and Maël Addoum. Adaptive audio to player actions and gameplay : a new video game. In *2024 IEEE Conference on Games (CoG)*, pages 1–2, 2024.
- 2024 Aline Hufschmitt and Patrice Parraud. Genetic meta cipher. In *Proceedings of the Genetic and Evolutionary Computation Conference, GECCO '24*, page 1264–1272, New York, NY, USA, 2024. Association for Computing Machinery.
- 2021 Hufschmitt Aline, Adrien Dombrowsky, and Adam J. Sporka. Soundoku : A sound puzzle game. In *2021 IEEE Conference on Games (CoG)*, pages 01–04, 2021.
- 2021 Aline Hufschmitt, Stéphane Cardon, and Éric Jacopin. Dynamic manipulation of player performance with music tempo in tetris. In *Proceedings of the 26th International Conference on Intelligent User Interfaces, IUI '21*, page 290–296, New York, NY, USA, 2021. Association for Computing Machinery.
- 2020 Hufschmitt Aline, Cardon Stéphane, and Jacopin Éric. Sonotris : Testing the influence of musical tempo on tetris players performance. In *2020 IEEE Conference on Games (CoG)*, pages 626–627, Osaka, Jaoan, August 2020.
- 2020 Hufschmitt Aline, Cardon Stéphane, and Jacopin Éric. Can musical tempo makes tetris game harder? In *2020 IEEE Conference on Games (CoG)*, pages 608–611, Osaka, Jaoan, August 2020.
- 2019 Aline Hufschmitt, Jean-Noël Vittaut, and Nicolas Jouandeau. Exploiting Game Decompositions in Monte Carlo Tree Search. In *Proceedings of the 16th Advances in Computer Games Conference (ACG'19)*, Macao, China, August 2019.
- 2019 Aline Hufschmitt, Jean-Noël Vittaut, and Nicolas Jouandeau. Recherche Monte Carlo multi-arbres pour l'exploitation des jeux décomposés. In *13èmes Journées d'Intelligence Artificielle Fondamentale (JIAF 2019)*, Toulouse, France, July 2019.
- 2018 Aline Hufschmitt. *Décomposition des jeux dans le domaine du General Game Playing*. PhD thesis, LIASD, Université Paris 8, 2018.
- 2018 Aline Hufschmitt, Jean-Noël Vittaut, and Nicolas Jouandeau. Décomposition des jeux pour le General Game Playing. In *12èmes Journées de l'Intelligence Artificielle Fondamentale (JIAF'18)*, page 10p, 06 2018.
- 2018 Aline Hufschmitt, Jean-Noël Vittaut, and Nicolas Jouandeau. Statistical GGP Games Decomposition. In *Proceedings of the IJCAI-18 Workshop on Computer Games (CGW 2018)*, page 19p., 07 2018.
- 2017 Aline Hufschmitt, Jean-Noël Vittaut, and Jean Méhat. *A General Approach of Game Description Decomposition for General Game Playing*, pages 165–177. Springer International Publishing, Cham, 2017.
- 2016 Aline Hufschmitt, Jean Méhat, and Jean-Noël Vittaut. 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, 07 2016.
- 2015 Aline Hufschmitt, Jean Méhat, and Jean-Noël Vittaut. MCTS Playouts Parallelization with a MPPA Architecture. In *Proceedings of the IJCAI-15 Workshop on General Game Playing (GIGA'15)*, pages 63–69, 07 2015.

- 2015 Aline Hufschmitt, Jean Méhat, and Jean-Noël Vittaut. Using the MPPA Architecture for UCT Parallelization. In IADIS Press, editor, *IADIS International Conference Game and Entertainment Technologies (GET '15)*, pages 109–115, 07 2015.

Hobbies

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