

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

- 1st sem. **Contractual teacher**, *Paris 8 University*.
2018 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
General Game Playing
Machine Learning
Parallelization

Administrative and pedagogical responsibilities

- 2017- **Elected representative of the PhD students of the LIASD laboratory**, *Paris 8 University*.
2017- **Supervision of AI projects for undergraduate and master students in computer science**, *Université Paris 8*.

Participation in scientific projects

- 2014 KALRAY, industry partnership, MPPA parallel architecture.

Presentations / Seminars / Research

- 2017- **Games AI Working Group** of the french Artificial Intelligence workgroup animated by par C. Rey, F. Richoux et T. Cazenave.
1st oct. 2018 Presentation of my statistical method of game decomposition in the domain of the GGP ([program](#)).
- 2014- **LAMSADE Laboratory Seminars, Dauphine University**
25 jan. 2016 Presentation of my general approach for the decomposition of game descriptions in GDL ([program](#)).
- 2012- **Seminars of the Paris 8 LIASD laboratory**
4 feb. 2016 Presentation of the GDL decomposition in the field of GGP ([program](#)).

Publications

International Conferences with Reading Committee and Acts	1	GET
National Conferences with Reading Committee and Acts	1	JIAF

International Workshops with Reading Committee and Acts	3	GIGA (×2), CGW
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2018 A. Hufschmitt, J.-N. Vittaut et N. Jouandea, [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. Jouandea, [Décomposition des jeux pour le General Game Playing](#). In *12èmes Journées de l'Intelligence Artificielle Fondamentale (JIAF'18)*, pages 1–10, 2018.

2017 A. Hufschmitt, J.-N. Vittaut et J. Méhat, [A General Approach of Game Description Decomposition for General Game Playing](#), Springer International Publishing, Cham, pages 165–177. DOI : 10.1007/978-3-319-57969-6_12, 2017.

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.

Hobbies

- 2006– **Animal welfare**, realization and maintenance of a website for a greyhound protection association : <http://www.levriers-en-detresse.org/> and participation in rescues.
- Miscellaneous Model making, DIY and gardening, piano, cornetto, reading (detective novels, historical detective novels, fantasy), beadworks.