

ANTONIN CHEYMOL

Human Computer Interaction student,
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Education

2018-2020:

- **Master in Human Computer Interaction**, Université Paris-Saclay, France (validated with highest honors)

2015-2018:

- **Bachelor in Computer Science**, Université Paris-Saclay, France

Research Experience

2021: Six months internship, Korea University, Media lab [[link](#)]

- Application of **pseudo-haptic** to virtual **magnet attraction** rendering.

□ *Supervised by **Pr. JungHyun Han***

2020-2021: Research-student for one year, The University of Tokyo, Cyber Interface Lab. [[link](#)]

- Use of **visuo-haptic illusion** to improve the perceived speed of **handheld haptic devices** in **virtual reality**.

□ *Supervised by **Dr. Shigeo Yoshida**.*

- Use **haptic retargeting** to support **self-touching** during **morphology alteration**.

□ *Supervised by **Dr. Nami Ogawa** and **Dr. Takuji Narumi**.*

2019: Three months internship, LIMSI, CPU team [[link](#)]

- **Visualization** of sport data adapted to the user, in the context of **motivational interaction** with a **conversational agent**.

□ *Supervised by **Dr. Brian Ravenet**.*

2019: One semester research work, LRI, Ex)Situ team [[link](#)]

- **Remote interaction** with virtual objects in **virtual reality**.

□ *Supervised by **Dr. Cédric Fleury**.*

2018: Three months internship, LIMSI, AMI team [[link](#)]

- **Visualizations** of hidden Markov model.

□ *Supervised by **Dr. Jules Françoise**.*

Research interests

- Virtual Reality
- UI/UX Design
- Cognitive Science
- Virtual Embodiment
- Haptic devices

Languages

- **English** (advanced)
- **French** (native)
- **Japanese** (basic conversations)
- **Korean** (learning)

Skills

Languages: C#, Java, C/C++, JavaScript, TypeScript, Python, Ocaml, HTML, PHP, SQL.

Software and environments: Unity, Android Studio, Arduino, Processing, Blender, Node.js, Git.

Design of electrical circuits (basic)

Activities

- **Sport:** Martial art competition and teaching (6 years).
- **Drawing**