# ANTONIN CHEYMOL

# Human Computer Interaction student,

Paris-Saclay University

**Phone**: +33 6 88 10 20 28

E-mail: antonin.cheymol@gmail.com



## **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)

#### **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