# Hanae Rateau

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R&D engineer focused on user-centric software development

### Experience \_\_\_\_\_

### **R&D Software Engineer**

Worldline, France 2022-2024

Prototyped, developed and deployed 7 innovative demos related to the future of payment.

Rapidly familiarized with diverse domains and tech: autonomous payments, virtual reality, digital identity (elDAS 2.0).

Presented all demos to client meetings and international fairs.

#### **Post-Doctoral Researcher**

#### University of Waterloo, Canada

2019-2022

Outlined, developed and evaluated 4 novel interaction techniques for smartwatch and smartphones using gestures made with the user's hands.

Published and presented the work to first-tier venues of the field.

#### **Post-Doctoral Researcher**

ESTIA, France 2017-2019

Designed and developed a multi-device system for maintenance operators. Synchronizing a Hololens headset, a tablet and a digital pen for reading annotating technical documentation.

Published and presented the system to scientific venues.

### **Teaching Assistant**

#### University of Lille, France

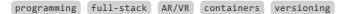
2015-2017

Teaching computer science courses to undergraduate and graduate students. Spanning from Python introduction to design patterns and networks.

# Education \_\_\_\_\_

Ph.D degree in Human-Computer Interaction, University of Lille, France	2017
Exploring Interactive Sub-Space for Gestural Midair Interaction.	
Master of Computer Science, University of Lille, France	2012
Specialized in Image Vision and Interaction	
Bachelor of Computer Science, University of Lyon, France	2010

## Skills \_\_\_\_\_



Programming languages Javascript, C#, Kotlin, Java, Python, HTML/CSS, C/C++

**Frameworks & Libraries** Git, Docker, Node.js, Vue.js, React.js, Jetpack Compose, Unity, Qt, JavaFX, OpenCV, OpenGL, Blender (API and modeling)

Sensors and Hardware Hololens, Optitrack, Leap Motion, Kinect, multitouch devices

Environments Windows, Android, Linux

Languages French (native), English(fluent)