# David Poirier-Quinot

PhD Computer Science, Acoustics, VR. Telecom Engineer.

## WORK EXPERIENCES

Mai 2017 - November 2018

#### IJLRA - CNRS - Sorbonne Université

Postdoctoral Researcher

Binaural perception in VR applications (partnership with Oculus Research): impact of individualized binaural rendering on performance and immersion, HRTF learning.

Mai 2016 - Mai 2017

#### **IRCAM**

Postdoctoral Researcher

R&D for web-based audio applications. Development of WebAudio spatialization libraries (binaural, ambisonic, etc.) for virtual and augmented reality. Design of a framework for real-time auralization in architectural acoustics and virtual reality (evertime.github.io/website).

NOVEMBER 2015 - APRIL 2016

## Imperial College of London

Postdoctoral Researcher

Study of the impact of room acoustics on 3D audio perception. Perceptive comparison of reverberation techniques for 3D audio. Hearing loss simulation.

March 2015 - November 2015

#### LIMSI - CNRS

Postdoctoral Researcher

Room acoustic simulation and 3D sound design for virtual reality.

SEPTEMBER 2011 - JULY 2012

#### LIMSI - CNRS

Research Engineer

Implementation and deployment of sound spatialization systems (Ambisonic, Binaural, WFS). Development of BlenderVR: stereoscopic rendering in VR environments (blendervr.limsi.fr).

February 2011 - August 2011

#### Airbus Defense & Space

Final year project

Market survey on Location Based Services for GSM, UMTS and LTE standards. Wireshark based monitoring of GSM data flows.

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### SKILLS

ENG. & FR. Fluent written / oral.

SPANISH Basic.

DEVELOPMENT Python, Java, C,

C++, C#, Javascript, Lisp, Objective-C, Matlab. Blender, Unity3D. MaxMSP, Pd, CATT-A, Gimp. Intellectual property.

OTHERS Intellectual property.

Scientific method. Functional analysis.

#### **EDUCATION**

FEBRUARY 2012 - MARCH 2015

# Airbus Defense & Space, LIMSI - CNRS

PhD in Computer Science

"Design of a radio Direction Finder for search and rescue operations". Interfacing of propagation models and virtual environments for ecological assessment of DF designs performance. Signal Processing, DOA estimation, RF, Acoustics, Ergonomics, VR, Sound Design.

2008 – 2011 Master Degree, Telecom

Engineer

ENSEA

Major in Computer Network and Telecommunications.

Cergy – France

2006 - 2008 Preparatory classe

**ENCPB** 

National school of Physics, Chemistry and Biology.

Paris – France

**2003 – 2006 Scientific A-level** 

DESCARTES HIGH SCHOOL Montigny le Bx – France

- D. Poirier-Quinot, G. Parseihian, B. F. G. Katz, "Comparative study on the effect of Parameter Mapping Sonification on perceived instabilities, efficiency, and accuracy in real-time interactive exploration of noisy data streams", *Displays*, Elsevier, 2017, 47, pp.2–11. doi:10.1016/j.displa.2016.05.001.
- B. Katz, B. Postma, D. Poirier-Quinot, J. Meyer, "Experience with a virtual reality auralization of Notre-Dame Cathedral" *Acoustical Society of America*, Jun 2017, Boston, United States. 141 (5), pp.3454–3454, 2017, doi:10.1121/1.4987161.
- D. Poirier-Quinot, B. Katz, M. Noisternig "EVERTims: Open source framework for real-time auralization in architectural acoustics and virtual reality", 20<sup>th</sup> International Conference on Digital Audio Effects (DAFx-17), Sep 2017, Edinburgh, United Kingdom.
- D. Thery, D. Poirier-Quinot, B. Postma, B. F. G. Katz, J. Barbic, M. D'Cruz, M. Latoschik, M. Slater, and P. Bourdot "Impact of the Visual Rendering System on Subjective Auralization Assessment in VR", *Virtual Reality and Augmented Reality*, Springer, pp.105–118, 2017, Lecture Notes in Computer Science, doi:10.1007/978-3-319-72323-5\_7.
- A. Politis, D. Poirier-Quinot "JSAmbisonics: A Web Audio library for interactive spatial sound processing on the web" *Interactive Audio Systems Symposium*, Sep 2016, York, United Kingdom.

See https://pyrapple.github.io/pages/publications.html for an exhaustive list of publications.