

# Raphaël Perraud

Human Computer Interaction research

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**Focused in HCI, my work evolves at the intersection between design, human-centered computing and innovation. Love to experiment with new technologies, software or hardware and reconsider interactions with humans.**

## Education

### PhD in Computer Science (HCI)

Inria Centre de l'Université de Lille, France · 2022 - 2025 (ongoing)

Addressing Learner Challenges Facing Interface Mismatches in Software Tutorials, directed by Sylvain Malacria

### MSc Engineering & Innovation

Arts et Métiers Sciences et Technologies, Laval, France · 2021 - 2022

3D technologies, XR development & testing, experimental research methodology, , AR/VR apps

### MSc Industrial & Interaction Design

L'École de Design Nantes Atlantique, France · 2020 - 2022

UX design, introduction to HCI research, tangible & immersive interfaces, robotics, biomimicry, project management, service design, innovation, user research

Thesis on microgestures & Natural User Interfaces

### Erasmus

Augsburg University of Applied Sciences, Germany · 2020-2021

Interaction engineering, UX design, project management and cultural exchange

### BSc Interaction Design

L'École de Design Nantes Atlantique, France · 2017 - 2020

UX/UI design, ergonomics, user testing, information architecture, UX audit, electronics, graphic design, web standards, creative coding, oral communication

## Other

### Interests

**Creative coding** : Generative art and design, interactive installations on my free time

**Open-source** : Fedora user, have been involved in the community for several years

## Experience

### Freelance

Nantes & remote, France · 2019 - now

UX/UI design & web development fullstack, ERP  
Mobile & desktop apps, graphic design

### Inria research internship

Lille, France · 2022, 6 months

HCI research upon Discovery project : litterature review, data scraping & analysis from social networks, building experimental procedure about digital skills transfer

### Renault Software Labs internship

Toulouse, France · 2019, 3 months

Worked on embeded evolutive HMI concept according to driving difficulty

## Skills

### Languages

French native language  
English excellent working knowledge  
Spanish good working knowledge

### Interaction design

Product design, user experience research, experimental research, user testing, information architecture, 3D modeling & development, web fullstack, generative design, multisensorial interactive devices management, XR interfacing

### Software & programming

Adobe CS (Ps, Ai, Id, XD, Ad, PP, AE), Sketch, Principle, Figma  
Jamstack : Vue.js / Nuxt.js / Strapi  
TS / PHP / Node.js, MySQL / ReQL / GraphQL  
Python / R / D3.js / Latex  
P5.js, Cables.gl, Touchdesigner, Processing, Arduino, C#, VR/AR dev  
3DS Max, Painter, Unity 3D  
Fl Studio

References available on request