Raphaël Perraud

Human Computer Interaction research

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Creative Tech Explorer, working at the intersection of HCI, interaction design, and research. I explore new technologies to prototype and investigate innovative ways humans engage with digital systems.

Education

PhD in Computer Science (HCI)

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

Keywords: Knowledge transfer, analogical reasoning, modeling user's behavior, interface similarity, controlled user studies
Teaching HCI and programming for CS students

MSc Engineering & Innovation

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

3D modelling & texturing, XR development & testing, experimental research methodology

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, 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

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 methods: scientific literature review, building experimental procedures, data analysis

Renault Software Labs internship

Toulouse, France · 2019, 3 months

R&D for an embedded, adaptive in-car web-based app that dynamically adjusts to varying driving challenges

Skills

Languages

French native language
English excellent working knowledge
Spanish good working knowledge

Research, design & dev

- Experimental & data-driven research, user experience research, usability testing, statistics
- User-centered design, project management, generative design, workflow optimization
- 3D modeling & XR development, JAMstack & fullstack development, immersive XR & multimodal interfaces, testing, RESTful APIs

Software & programming

Adobe CS (Ps, Ai, Id, XD, Au, Pp, Ae), Sketch, Figma
JAMstack : React / Vue.js / Nuxt.js / Gridsome/ Quasar / Tanstack
Headless CMS integration (Strapi)
Node.js / MySQL / RethinkDB / MongoDB / Docker + Git for CI/CD / Jest
Ts / Python / Numpy / SciPy / R / D3.js / LateX
C# for XR, 3DS Max, Adobe Painter, Unity 3D