

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, directed by Sylvain Malacria.
Knowledge transfer, 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 HCI system 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

Software & programming

Adobe CS (Ps, Ai, Id, XD, Au, Pp, Ae), Sketch, Figma, TouchDesigner
JAMstack : Vue.js / Nuxt.js / Gridsome/Quasar
Headless CMS integration (Strapi)
TS / Node.js / MySQL / RethinkDB / MongoDB
Python / R / D3.js / LaTeX
C# for XR, 3DS Max, Adobe Painter, Unity 3D
Fl Studio

References available on request