Raphaël James | Postdoctoral Position

71Bis avenue François Molé - 92160 ANTONY, France □ 06.36.31.03 • ☑ raphael.james14@gmail.com • ❸ sando-rj.github.io

Education

University Paris-Saclay

Orsay, France

PhD in Human Computer Interaction

2018 - December 2022

Advisors: Anastasia Bezerianos, Olivier Chapuis

Topic: Physical and Augmented reality environments used in collaborative visual analysis

Oct. 2018 - Sep. 2021: MESRI Funds

Oct. 2021 - Jan. 2022: COVID Thesis extension

Feb. 2022 - Aug. 2022: ATER - 96h teaching

Oct. 2022 - Dec. 2022: Inria Thesis funding relay

Publications

- O Raphaël James, Anastasia Bezerianos, Olivier Chapuis, Tim Dwyer, Maxime Cordeil, and Arnaud Prouzeau. Personal+Context navigation: Combining AR and shared displays in network path-following. In Proceedings of Graphics Interface, GI '20. CHCCS, 2020.
- O Raphaël James, Anastasia Bezerianos, Olivier Chapuis. Evaluating the Extension of Wall Displays with AR for Collaborative Work Proceedings of the 2023 CHI Conference

Professional Experiences and Teachings

Experiences.....

Research Engineer Lille. France Engineering position Mar. 2023 - Feb. 2024

Research Engineer position at team LOKI, Inria Lille

ATER, 96h of teaching, 6 month

Orsay, France

Research and teaching position

Feb. 2022 - August. 2022

ATER (attaché temporaire d'enseignement et de recherche), 96h of teaching in Computer Science, UFR Science, Paris-Saclay

Melbourne, Australia Monash University Research visit Jun. 2018 - Sep. 2018

Exploration of the design space for augmenting a wall display with an Hololens

LRI Orsay, France

Mar. 2018 - Jun. 2018 Research internship

Exploration of the design space for augmenting a wall display with an Hololens

Teaching.....

Université Paris-Saclay Orsay, France

2021 - 2022

- Master Interaction, Université Paris-Saclay Programming of Interactive Systems: 10.5h
- O Master Interaction, Université Paris-Saclay TA Fundamentals of HCI: 22h

- O L3, Université Paris-Saclay Algorithmique Générale: 24h
- o L2, Université Paris-Saclay Introduction à l'Interaction Humain-Machine: 12h
- O L1, Université Paris-Saclay Algorithmique et Structure de données: 24h

Université Paris-Saclay

Orsay, France 2020 - 2021

Teacher Assistant

- Master Interaction, Université Paris-Saclay Programming of Interactive Systems: 11h
- Master Interaction, Université Paris-Saclay TA Fundamentals of HCI: 22h

Université Paris-Saclay

Orsay, France

Teacher Assistant

2019 - 2020

- Master Interaction, Université Paris-Saclay Programming of Interactive Systems: 11h
- O Master Interaction, Université Paris-Saclay TA Fundamentals of HCI: 21h
- o 2nd year Engineer School, Polytech Paris-Saclay Algorithm/C/C++: 2h

Université Paris-Saclav

Orsay, France

2018 - 2019

Teacher Assistant

- Master Interaction, Université Paris-Saclay Programming of Interactive Systems: 11h
- O Master Interaction, Université Paris-Saclay TA Fundamentals of HCI: 21h
- o 2nd year Engineer School, Polytech Paris-Saclay Algorithm/C/C++: 18h
- 3rd year Engineer School, Polytech Paris-Saclay Algorithm/C/C++: 11h

Skills

Computer Science.....

Graphics: Gimp, Premiere Pro, Blender

Programing languages: C#, C, C++, Python,

Javascript

Programing tools: Unity, MRTK, Vuforia, Git, SVN,

GitLab

OS and Platforms: LINUX, Windows, HoloLens,

Varjo/Vive, Wall Display

French: Mother language

English: Fluent TOEIC 965 points (2017)

Languages.....

Spanish: Scholar/High-School

Training

Scientific Openness.

2019 - RJC 2019: 9th meeting for young researcher in HCl by the AFIHM - 20h

2019 - Interactive Information Visualization: Master's class on Information Visualization - 21h

2021 - Training on D3.js: Master's class on using the library D3.js - 21h

Transversal Training.....

2018 - Basics for beginner PhD Student - teacher: Training to conduct classes in university - 7h

2020 - Write your first paper step by step: Class on methodology to write a research paper - 20h

2021 - Ethics & STICs: Course on Research Integrity & Ethics in Information and Communications Sciences and Technologies - 12h