Raphaël James | PhD Student

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Education

University Paris-Saclay	**Orsay, France**
PhD in Human Computer Interaction	*2018 - Present*

Advisors: Anastasia Bezerianos, Olivier Chapuis
Topic: Physical and Augmented reality environments used in collaborative visual analysis

Université Paris-Saclay	**Orsay, France**
Master 2 Interaction, HCI	*2017 - 2018*

EISTI (Ecole Internationale des Sciences du Traitement de l'Information)	**Cergy, France**
Master's degree in engineering	*2015 - 2018*

Specialization: Visual Computing

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. (to appear)

o Raphaël James, Anastasia Bezerianos, Olivier Chapuis, Tim Dwyer, Maxime Cordeil, and Arnaud Prouzeau.
  Out of the wall: Territoriality in a Wall + AR System
  Paused, plan to be submitted at CHI 2021

Professional Experiences and Projects

Experiences

Sevenhugs	**Paris, France**
Engineer internship	*Apr. 2017 - Sep. 2017*

Analysis and centralized logs management implementation for the "Smart Remote" project

LRI	**Orsay, France**
Research internship	*Mar. 2018 - Jun. 2018*

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

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

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

Projects

ARtist Android	
Vuforia AR - Tangible - Gestural Interaction Project	*2017 - 2018*

Drawing virtual graffiti using tangible spray paint analogy using Myo and Google cardboard

End of Year Project	
Research Project	*2017 - Present*

Integration of menus and settings in virtual environment

Teaching

Université Paris-Saclay   **Orsay, France**
Teacher Assistant   *2019 - 2020*

- Master Interaction, Université Paris-Saclay – Programming of Interactive Systems: 12h
- Master Interaction, Université Paris-Saclay – TA Fundamentals of HCI: 21h
- 2nd year Engineer School, Polytech Paris-Saclay – Algorithm/C/C++: 2h

Université Paris-Saclay   **Orsay, France**
Teacher Assistant   *2018 - 2019*

- Master Interaction, Université Paris-Saclay – Programming of Interactive Systems: 12h
- Master Interaction, Université Paris-Saclay – TA Fundamentals of HCI: 21h
- 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

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

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

OS and Platforms: LINUX, Windows, HoloLens, Wall Display

Graphics: Gimp, Premiere Pro, Blender

Languages

French: Mother language

English: Fluent TOEIC 965 points (2017)

Spanish: Scholar/High-School

Training

Scientific Openness

2019 – RJC 2019: 9th meeting for young researcher in HCI by the AFIHM – 20h

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

Planned – Training on D3.js: Master's class on using the library D3.js

Transversal Training

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

2020 – Write your first paper step by step (under validation): Class on methodology to write a research paper – 20h

Planned – Ethics & STICs: Course on Research Integrity & Ethics in Information and Communications Sciences and Technologies