Steve Dodier-Lazaro
Designer & Engineer

Contact Information

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Work Experiences

Product Designer & Manager

Rebuilt the company's UI component library, with on-brand styling and a focus on usability and consistency. Wrote UI design guidelines covering colour, iconography, typography and tailored design principles.

Set up a product management process (centralising customer insights, feature proposals, and developing a product strategy and roadmap).

Redesigned one of the company's core products, from running interviews, ideation workshops, to formalising strategy, designing user journeys and features, building a roadmap and help developers deliver it.

eco mundo

2017 - 2019, 23 months
ecomundo.eu

Part-time, ~15h / week

Tools used:
› Figma
› ProductBoard
› Inkscape

Lead Software Architect (Front-End)

Implemented core features (navigation, routing, content integrity handling, request API, notifications, event binding, error reporting, internationalisation, bulk record editing).

Improved code quality through QA integration into our CI pipeline, targeted refactorings, quality guidelines, code reviews. Factorised components and developed mixins to reduce code duplication.

Introduced SCSS to EcoMundo's stack, to enforce on-brand colour and typography and allow for code sharing.

Trained juniors via mentoring, code reviews, pair coding, weekly check-ups, and guidelines on dev, debugging and team practices.

eco mundo

2017 - 2019, 23 months
ecomundo.eu

Part-time, ~30h / week

Tech Stack:
› ExtJS 4 & 6
› Vanilla JS ES8
› MDC Web
› SCSS

96k LoC written

PhD Student in HCI

Developed methodological foundations for security research, based on modern HCI theories, to foster less disruptive security technologies.

Applied Value-Sensitive-Design to find what users consider when making decisions about the apps they install and use, so that app sandboxes can be designed to fit with users' dominant behaviour drives.

Developed a website to run field studies, covering enrollment, consent, study instructions, feedback on earned rewards, and features to visualise, redact and send the collected data. Wrote data collection tools for PC that instrument standard libraries to log all user actions.

Simulated the impact of access control policies used in app sandboxes over usability and security for real-world users based on app usage logs. Designed policies more secure and usable than the one in Windows 10.

Ran a collaborative design study to build sandbox-based services that provide value on users' terms; built and evaluated service prototypes in-the-wirld on participants' computers.

UCL

2012 - 2017
ucl.ac.uk/computer-science

Tech stack: C, GTK+, Qt, Symfony, Python 3, JS

~100k LoC written

~600GB data processed

Published in ECSCW, HCII, and CHI

UCL CS Department Excellence Studentship

References:
• Dr. Jens Krinke
• Prof. Angela M. Sasse

Research Engineer in Virtual Reality

Built a new approach to collision handling for physics simulations in virtual worlds. Used distributed computing to spread load and anticipate future steps of simulations to limit the impact of heavy collision scenes.

Started as an internship, then hired as a temp research engineer to implement a prototype in the Bullet physics engine.

Inria

2012, 6 months
inria.fr/centre/rennes

Published in GRAPP
Tech stack: C++, Boost
Ref: Dr. Quentin Avril

Intern in Natural Language Processing

Contributed to the development and optimisation of a SVM machine learning system that disambiguates named entities in text. Ported it to support multiple languages, and evaluated implemented feature sets.

FBK FONDAZIONE BRUNO KESSLER

2011, 2 months
hlt.fbk.eu

Tech stack: Java
Ref: Dr. Claudio Giuliano

Intern in Computer Security Research

Built a UI and tools that help system administrators write and visualise security policies for an activity confinement system developed by my research lab. The tool modeled authorised information flows using an interactive Graphviz render in a Qt app. Also wrote scripts and tools to automate policy authoring.

LIFO LABORATOIRE D'INFORMATIQUE FONDAMENTALE D'ORLEANS

2010, 3 months
univ-orleans.fr/lifo

Tech stack: C++, Qt, Graphviz
Ref: Prof. Pascal Berthomé

Education

PhD in Human-Computer Interaction Topics: HCI, usable security, OS security, design processes	University College London
MRes in Computer Science Major: networks & distributed systems / Minor: data mining	INSA Rennes / Inria
Diplôme d'Ingénieur (MSc) in Computer Security Major: systems & networks security / Minor: embedded systems	INSA Centre Val de Loire
BSc in Computer Science	Université Montpellier II

Publications

How double-fetch situations turn into double-fetch vulnerabilities: A study of double fetches in the Linux kernel P Wang, J Krinke, K Lu, G Li, **S Dodier-Lazaro**	USENIX Security 2017
From Paternalistic to User-Centred Security: Putting Users First with Value-Sensitive Design **S Dodier-Lazaro**, R Abu-Salma, I Becker, MA Sasse	CHI 2017 (Workshop)
No Good Reason to Remove Features: Expert Users Value Useful Apps over Secure Ones **S Dodier-Lazaro**, I Becker, J Krinke, MA Sasse	HCI International 2017
Appropriation and Principled Security **S Dodier-Lazaro**	ECSCW 2015 (Workshop)
SODA: A Scalability-Oriented Distributed & Anticipative Model for Collision Detection in Physically-based Simulations **S Dodier-Lazaro**, Q Avril, V Gouranton	GRAPP 2013