

VINCENT LAMBERT

Engineer and PhD student in computer science

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EDUCATION

PhD on Human-Computer Interaction

IHM team of the LIG (Grenoble Computer Science Laboratory)

Sept 2022 – Current Saint Martin d'Hères, France

Thesis topic: "Discoverability and representation of interactions by hand micro-gestures". Publications: [1], [2], [3].

- *Inkscape* plugins et experiment softwares made with *Python* (Inkex, Mediapipe, OpenCv), smartwatch application (*Kotlin* with *Android Studio*), static (*HTML/CSS/JavaScript*) and dynamic website (*NodeJs/Express*)

ENSIMAG engineering diploma

Grenoble INP - Ensimag

Sept 2019 – July 2022 Saint Martin d'Hères, France

Engineering degree in Computer Science and Applied Mathematics with a specialization in Information Systems Engineering.

- Main projects in *Java*, *C*, *SQL* and *HTML/CSS/JavaScript*
- Small projects in *Python*, *Rust*, *VHDL*

CPGE PCSI-PSI

Lycée Paul Cézanne

Sept 2017 – July 2019 Aix-en-Provence, France

Intensive preparation for engineering school entrance exams.

Baccalauréat S with honors

Externat Saint Joseph

Sept 2017 Ollioules, France

Diploma earned in the SI section with the Latin option.

PROFESSIONAL BACKGROUND

End-of-studies project (6-month internship)

Université Grenoble Alpes

21 Feb 2022 – 22 July 2022 Saint Martin d'Hères, France

Internship topic: "Discoverability of micro-gestures in Augmented Reality".

- 2D images (*Gimp*, *Inkscape*), 3D modeling (*Blender*), Augmented Reality application (*Unity*), static website (*HTML/CSS/JavaScript*)

Engineer's Assistant Internship (2-3 months)

Metrologic Group

25 Mai 2021 – 06 Août 2021 Meylan, France

Internship subject: "Windows-Linux portability". Automatic conversion of *Visual Studio* solutions into *CMake* projects (done with *Python*).

MOST PROUD OF



My Tabletop RPG

10 years of work to create a complete universe and an original game system



My associative commitments

3 associations during the covid



My thesis

manuscript in progress...

LANGUAGES



French

Native



English

C1 (TOEIC) and B2 (First)



Spanish

B2 (according to the CECR)

ASSOCIATIONS

Association des Faluchards Grenoblois

President

Sept 2021 – Sept 2022

Management of student events (quarterly parties and annual special weekend with ~150 people), group orders and local partnerships.

Pôle Communication de l'Ensimag

President

April 2020 – May 2021

Writing for the monthly school newspaper and taking photographs/videos.

Bureau des Arts (BDA) de l'Ensimag

Vice-treasurer

April 2020 – May 2021

Budget estimates for the year (Cash balance ~4500€). Organization of two Quiz evenings remotely (~60 people on Discord for 4 hours).

Ensimagaming

Communication manager

May 2020 – Dec 2020

Communication management in pairs. Setting up the association's Twitch channel.

TEACHINGS

R212 Integration

IUT 1 Grenoble - L1

📅 To come...

TP follow-up and exam on [HTML/CSS/JavaScript](#) basics (20 heqTD).

R111 Integration

IUT 1 Grenoble - L1

📅 08 Oct 2024 – 03 Dec 2024

TP follow-up and exam on [HTML/CSS](#) basics (22 heqTD).

Multimodal interaction and mobile devices

Polytech Grenoble - M2

📅 13 Sept 2023 – 15 Nov 2023

Lectures, project follow-up and presentations (41 heqTD).

User Experience (UX) course

Université Grenoble Alpes - M2

📅 27 Septembre 2023 – 06 Décembre 2023

Project follow-up (16,5 heqTD).

Multimodal interaction and mobile devices

Polytech Grenoble - M2

📅 14 Sept 2022 – 16 Nov 2022

Project follow-up and presentations (31 heqTD).

User Experience (UX) course

Université Grenoble Alpes - M2

📅 28 Sept 2022 – 07 Dec 2022

Project follow-up (16,5 heqTD) and 1h exam (writing and correction).

PUBLICATIONS

📄 Journal Articles

- [1] Vincent Lambert et al. "Studying the Simultaneous Visual Representation of Microgestures". In: *Proc. ACM Hum.-Comput. Interact.* 8.MHCI (Sept. 2024). DOI: 10.1145/3676523.
- [2] Vincent Lambert et al. "Studying the Visual Representation of Microgestures". In: *Proc. ACM Hum.-Comput. Interact.* 7.MHCI (Sept. 2023). DOI: 10.1145/3604272.

👥 Conference Proceedings

- [3] Vincent Lambert. "Representing microgestures interaction for wearable computing". In: *Proceedings of the 25th International Conference on Mobile Human-Computer Interaction*. MobileHCI '23 Companion. Athens, Greece: Association for Computing Machinery, 2023. ISBN: 9781450399241. DOI: 10.1145/3565066.3609740.

Organization and commentary of Rocket League tournaments.

Puls'Art – Liste BDA Ensimag 2020

Vice-treasurer

📅 Oct 2019 – April 2020

Budget estimates for the week of cultural events (Total ~8000€).

SUPERVISION

Jad Berjawi (M1)

📅 12 Feb 2024 – 23 Aug 2024

Internship topic: « Develop a Unity AR plugin for hand microgestures ».

Raphaël Demoulin (L3)

📅 30 May 2023 – 28 July 2023

Internship topic: « Programming an API for the representation of hand microgestures ».

OTHER EXPERIENCES

LOKI Seminar

📅 3 June 2024 – 5 June 2024

📍 Lille, France and Hastière, Belgium

3 days of presentations and discussions on the research work of the LOKI team.

PHD LIG Madness

📅 21 May 2024

📍 Saint Martin d'Hères, France

2-minute presentation of my thesis. Awarded with 2 other PhD students.

eNSEMBLE Autumn School

📅 05 Oct 2023 – 07 Oct 2023

📍 Saint Martin d'Hères, France

Three days of training in Human-Computer Interaction with peers from French universities (~20h).

IHM 2023 Student Volunteer

📅 04 Apr 2023 – 08 Apr 2023

📍 Troyes, France

Technical management of the program committee (~7h). Microphone management, logistics at UTT and gala logistics (~15h).

MAJOR PERSONAL PROJECTS

Rules, lore and tools creator

Tabletop role-playing game

📅 Aug 2015 – Ongoing

Creation of a tabletop role-playing game with rules system, lore, beta-tests and quests (files compiled with [LuaLaTeX](#) and a [Mari-aDB](#) database). Creation of a language with grammar, vocabulary, writing system and thus font for the associated digital files. Realization of a graphical interface with [JavaFx](#) for game exploration, easy modification of its variables and for the assisted creation of characters.

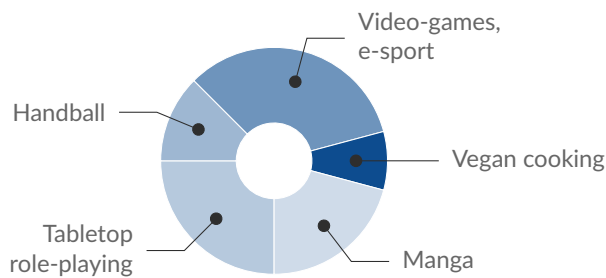
Game designer, writer and technical aspects

Modification of existing games (hack-rom)

📅 Jan 2014 – Aug 2017

Creation of multiple hack-roms (modified games) based on the Pokémon universe.

OTHER INTERESTS



SAFE Training

📅 24 Feb 2022

📍 Online

Training and awareness-raising on gender-based violences (GBV). Videos, discussions and questionnaire including statistical, sociological, psychological and legal aspects (~5h in total). Awareness on how to support victims and perpetrators of GBV.

AFIRM CHI Summer School

📅 22 Aug 2022 – 26 Aug 2022

📍 Padua, Italy

Courses on Human-Computer Interaction with peers (~25h).