



Vincent Lambert

PHD student



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Université Grenoble Alpes, Laboratoire LIG, Bâtiment IMAG (Bureau 360), 700 avenue Centrale, 38401 Saint Martin d'Hères, Isère, France

EDUCATION

09/2022 – Current

PHD in HCI

Thesis topic: "Discoverability and representation of interactions by hand micro-gestures".

Université Grenoble Alpes

Saint Martin d'Hères, Isère, France

09/2019 – 07/2022

ENSIMAG engineering diploma

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

Grenoble INP – Ensimag

Saint Martin d'Hères, Isère, France

09/2017 – 07/2019

CPGE PCSI-PSI

Intensive preparation for engineering school entrance exams.

Lycée Paul Cézanne

Aix-en-Provence, Bouches-du-Rhône, France

07/2017

Baccalauréat S with honors

Diploma earned in the SI section with the Latin option.

Externat Saint Joseph

Ollioules, Var, France

PROFESSIONAL BACKGROUND

21/02/2022 – 22/07/2022

End-of-studies project (6-month)

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

Université Grenoble Alpes

Saint Martin d'Hères, Isère, France

25/05/2021 – 6/08/2021

Engineer's Assistant Internship (2-3 months)

Internship subject: "Windows-Linux portability".

Automatic conversion of Visual Studio solutions into Cmake projects.

Metrologic Group

Meylan, Isère, France

TEACHINGS

14/09/2022 – 16/11/2022

Multimodal and mobile interaction

Project follow-up and defense (31 heqTD).

Polytech Grenoble – M2

28/09/2022 – 07/12/2022

User Experience Course (UX)

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

Université Grenoble Alpes – M2

EXPERIENCES PROFESSIONNELLES

22/08/2022 – 26/08/2022

Summer school participant

HCI training with peers (~25h).

AFIRM CHI 2022 – Padoue, Italie

15/12/2022 et 04/04/2023 – 08/04/2023

Student volunteer

Technical management of the program committee (~7h).

Microphone management, logistics at UTT and gala logistics (~15h).

IHM 2023 – Troyes, France

Graduated from the ENSIMAG in 2022, I discovered a real interest for Human-Computer Interaction (HCI) during my last years of studies.

Since then, I have been able to acquire more than a year of experience in the research field and specialize in the theme of hand microgestures.



Mother tongue



C1 (validated by the TOEIC)



B2 (according to CECR)



A1 (according to CECR)

Technical skills :

Design : Inkscape, Gimp, Blender

Computing (Intermediate) :

Ada, Rust, C, C++, Git, Javascript, SQL, Assembleur

Computing (Expert) :

Java, Python, HTML, CSS, LaTeX

ENGAGEMENTS ASSOCIATIFS

09/2021 – 09/2022

Association des Faluchards Grenoblois

President

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

04/2020 – 05/2021

Pole Communication de l'Ensimag

President

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

04/2020 – 05/2021

Bureau des Arts (BDA) de l'Ensimag

Vice-treasurer

Budget forecast for the year (Cash balance ~4500€).

Organization of two remote Quiz evenings (~60 people on Discord during 4h).

05/2020 – 12/2020

Ensimagaming

Communication Manager

Management of the communication in binomial. Setting up the Twitch channel of the association. Organization and commentary of Rocket League tournament.

10/2019 – 04/2020

Puls'Art – Liste BDA Ensimag 2020

Vice-treasurer

Estimated budgets for the week of cultural events (Total ~8000€).

ACTIVITE PERSONNELLE

08/2015 – Current

Creation of a paper role-playing game entitled « Mondes Jumeaux »,
i.e. "Twin Worlds"

Game designer, writer, conlanger and technical support

Creation of a paper role-playing game with rules system, lore, beta-tests and quests. Creation of a language with grammar, vocabulary, writing system and therefore font for the associated digital files. Realization of a graphic interface with JavaFx for the exploration of the game, an easy modification of its variables and for the assisted creation of a character.

01/2014 – 08/2017

Modification of existing games (hack-rom)

Game designer, scriptwriter and technician

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