VINCENT LAMBERT

Engineer and PhD student in computer science

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EDUCATION

PhD on Human-Computer Interaction
IIHM 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 projets in *Java*, *C*, *SQL* and *HTML/CSS/JavaScript*
- Small projets 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

HCI common course
PolyTech Grenoble - M2

🗓 12 Sept 2025 – 7 Nov 2025

Lecture, project supervision and defenses (36 heqTD).

R212 Integration
IUT 1 Grenoble - L1

🗓 31 Jan 2025 – 11 March 2025

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

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).

[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.

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 *MariaDB* 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.
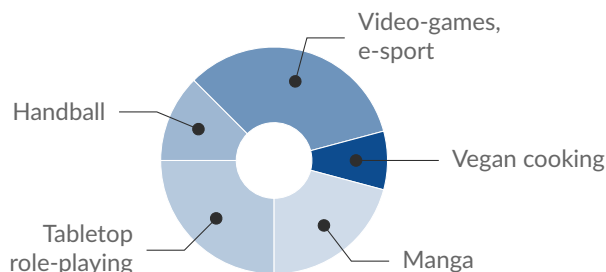
Game designer, writer and technical aspects
Modification of existing games (hack-rom)

📅 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).