

VINCENT LAMBERT

Engineer and PhD student in computer science

@ vincent.lambert29@gmail.com
vincent-lambert.eu

📍 14 rue des déportés du 11 novembre 1943, 38100 Grenoble, France
Vincent-LAMBERT
ID 0009-0002-7983-0949



PROFESSIONAL BACKGROUND

Engineer (fixed-term)

**IHM team of the LIG (Grenoble Computer Science Laboratory)
Université Grenoble Alpes**

⌚ 1 Sept 2025 – 28 Feb 2026 📍 Saint Martin d'Hères, France

Improvement and preparation of the [Python](#) and [Unity](#) packages designed during the PhD (microrep and μRepXR) for public release. Creation of a demonstration application for microgesture interaction in Virtual Reality for the French-language conference IHM'25 Toulouse in collaboration with Charles Bailly (Immersion - Bordeaux) [3].

Implementation of an experiment on the evaluation of help interfaces for microgesture interaction in Augmented Reality (in progress).

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

**IHM team of the LIG (Grenoble Computer Science Laboratory)
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](#))

Research supervisors: Adrien Chaffangeon-Caillet, Laurence Nigay
School supervisor: Anne-Favre Nicolin

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](#)).

EDUCATION

PhD on Human-Computer Interaction

**IHM team of the LIG (Grenoble Computer Science Laboratory)
Université Grenoble Alpes**

⌚ Sept 2022 – Aug 2025 📍 Saint Martin d'Hères, France

Thesis topic: "Representation of interactions based on hand micro-gestures". Publications: [1], [2], [4].

- [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](#))

Supervisors: Laurence Nigay, Sylvain Malacria and Alix Goguey

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

Passed the 13 november 2025

LANGUAGES



French

Native



English

C1 (TOEIC) and B2 (First)



Spanish

B2 (according to the CEFR)

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).

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.

TEACHINGS

Human computer interaction

Université Grenoble Alpes - M1

⌚ 4 Dec 2025 - 22 Jan 2026

Supervision of projects in groups of two and presentations (? heqTD). Students were asked to identify a research question, prepare a literature review and an experimental plan. Then, they had to run their experiment, analyze the results and defend their project as a whole in a 20 minutes presentation.

Common core HCI

Polytech Grenoble - M2

⌚ 12 Sept 2025 - 7 Nov 2025

Preparation and delivery of lectures, supervision of projects in groups of three, presentations, writing and grading of the one-hour exam (? heqTD).

The courses focused on the basics of HCI, broken down into three main phases: Design (design methods including personas, task models, workspace modeling, scenario-based approach, double diamond process, etc.), Implementation (sketches, wireframes, detailed mockups, actual prototypes, videos, Wizard of Oz, and Bastien and Scapin's ergonomic criteria), and Evaluation (presentation of interview methods, questionnaires, focus groups, ideation, UX scales, usability scales, emotion evaluation, etc.). A final phase focused on concepts and models drawn from psychology (cognitive biases in experiments, human processor model, GOMS, and Keystroke). For their projects, students had to conceive a human-computer interface that answered a specific issue they identified. They had to work in groups of three and defend their work in a 15-minutes presentation

Ensimagaming

Communication manager

⌚ May 2020 – Dec 2020

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

RESEARCH EXPERIENCES

Representative of doctoral students for the HCERES evaluation of the LIG

⌚ 26 Sept 2025 – 6 Nov 2025

📍 Saint Martin d'Hères, France

Individual and group interviews with as many doctoral students as possible, holding preparatory meetings and interviews with HCERES evaluators. Work conducted in partnership with Flora Helmers.

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.

R212 Integration

IUT 1 Grenoble - L1

⌚ 14 Feb 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

Preparation and delivery of lectures, project follow-up and presentations (41 heqTD).

The courses focused on the concepts of mobility and multimodality. They presented several existing approaches while explaining the limitations and advantages of each approach (mobility contexts, multimodal data fusion, contextual flexibility, "natural" interaction, multimodal paradigms). The courses also explored the concepts of visualization and navigation in greater depth, presenting specific techniques (bifocal view, tilt and peephole techniques, 3 phases of gesture, and deformable interfaces). Finally, a brief presentation of evaluation methods was given.

For their projects, students were divided into groups of five and asked to propose a multimodal project (two modalities other than touch on a screen) in a mobility context (mobile system, embedded system, or movement in a controlled space). Their presentations should last about 20 minutes.

User Experience (UX) course

Université Grenoble Alpes - M2

⌚ 27 Septembre 2023 - 06 Décembre 2023

Project follow-up (16,5 heqTD). For their projects, students were divided into groups of three and asked to propose a multimodal project (two modalities other than touch on a screen) in a mobility context (mobile system, embedded system, or movement in a controlled space). Their presentations should last about 20 minutes.

Multimodal interaction and mobile devices

Polytech Grenoble - M2

⌚ 14 Sept 2022 - 16 Nov 2022

Project follow-up and presentations (31 heqTD). For their projects, students were divided into groups of five and asked to propose a multimodal project (two modalities other than touch on a screen) in a mobility context (mobile system, embedded system, or movement in a controlled space). Their presentations should last about 20 minutes.

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). For their projects, students were divided into groups of three

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).

AFIRM CHI Summer School

⌚ 22 Aug 2022 – 26 Aug 2022

📍 Padua, Italy

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

OTHER EXPERIENCES

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.

and asked to propose a multimodal project (two modalities other than touch on a screen) in a mobility context (mobile system, embedded system, or movement in a controlled space). Their presentations should last about 20 minutes.

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.
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Conference Proceedings

- [3] Adrien Chaffangeon Caillet et al. "Microgesture Interaction in Context: demonstrations of the ANR MIC project Interaction par microgeste en contexte : démonstrations du projet ANR MIC". in: *IHM'25 : Actes étendus de la 36ème conférence Francophone sur l'Interaction Humain-Machine*. Toulouse, France, Nov. 2025. URL: <https://hal.science/hal-05311866>.
- [4] 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.

NOTEWORTHY 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 Pokémons universe.