Lendy Mulot

Education

Ph.D. (Current position) IRISA and INSA Rennes, Rennes, France Design of coupling schemes for vibro-tactile rendering in virtual reality Supervised by M. Marchal and C. Pacchierotti	2022 - 2025
Master of research University of Rennes 1, Rennes, France Computer Science (SIF) curriculum, graduated summa cum laude	2020 - 2022
Bachelor University of Rennes 1, Rennes, France Computer Science (SIF) curriculum, graduated summa cum laude	2019 - 2020
Magistère École Normale Supérieure of Rennes, Rennes, France Computer science department	2019 - 2022
Preparatory classes MPSI/MP* Lycée Carnot, Dijon, France Computer science specialty	2017 - 2019

Professional experience

Research-oriented internship

February - July 2022

Ultrasound haptic rendering for bimanual interactions in virtual reality

Supervised by T. Howard, M. Marchal and C. Pacchierotti - Rainbow team - IRISA Rennes, France

Research-oriented internship

May - July 2021

https://gitlab.com/h-reality/dolphin/-/tree/ultraleap_sensation - C++

Adapting DOLPHIN (framework for the design and evaluation of ultrasound mid-air haptic stimuli, developed during my research project) to a new API enabling the control of the haptic interfaces by Ultraleap Supervised by W. Frier - Ultraleap - Bristol, United Kingdom

Research project

September 2020 - May 2021

https://gitlab.com/h-reality/dolphin-C++, Python

Software for the study of the perception of geometric shapes rendered using ultrasound haptic interfaces Supervised by T. Howard, G. Gicquel, M. Marchal and C. Pacchierotti - Rainbow team - IRISA Rennes, France

Research-oriented internship

May - July 2020

https://github.com/ZeGmX/facial_capture_stereo - Python

Implementing a multi-view stereo method for temporally consistent facial capture

Supervised by A. Boukhayma - MimeTIC team - IRISA Rennes, France

Research and teaching experience

Service.

Student representative to the IEEE RAS Technical Committee on Haptics

2023 - Present

Reviewer 2022 - Present

Reviewing for international journals: IEEE Transactions on Visualization and Computer Graphics (TVCG), IEEE Transactions on Haptics (ToH)

Reviewing for internal conferences: IEEE International Conference on Virtual Reality and 3D User Interfaces (VR), IEEE International Symposium on Mixed and Augmented Reality (ISMAR), IEEE World Haptics (WHC), IEEE Haptics Symposium, ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI)

Languages

French Mother tongue

English C1

o TOEIC: 955 / 990 in 2021 O Cambridge certification - B1 level in 2015

Spanish Beginner level

Programming and others

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** C++, C#, C, Unity, Java
*** Python
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First-aid....

Workplace first-aider Since 2023

Mental health first-aider Since 2023

Other interests

Cinema and series

Fishing

Robotics and automatisation

Arduino beginner

Aeronautics

 Aeronautical initiation certificate obtained in 2013