




ADRIEN VERHULST

Researcher in Human Computer Interaction

ABOUT


I am currently working as a project researcher in the field of Human Computer Interaction [HCI] at Sony Computer Science Laboratories (Tokyo, Japan) since 2021.08. I work on novels type of bodies relying on the integration of human and computer, under the direction of Dr. Kasahara Shunichi.

WORK EXPERIENCE

**Sony Computer Science Laboratories (Tokyo, Japan)**
<https://www.sonycscl.co.jp/>
2021 – Present

Project Researcher
Researching dual and multiple embodiment, within the context of the [Moonshot Cybernetic Being project](#) [on-going]. [More on my motivation here](#).

- Virtual Reality / HCI

**The University of Tokyo, Department of Advanced Interdisciplinary Study (Tokyo, Japan)**
<https://star.rcast.u-tokyo.ac.jp/en/>
2018 – 2021


Project Researcher
Researching embodiment with unique body types, such as supernumerary arms, within the context of the [Erato Jizai project](#). Development of multiple VR platforms to study how users adapt their behaviors when using a novel body schema, alongside conducting related studies

- Virtual Reality / HCI

**Théoris (Paris, France)**
<https://www.theoris.fr/en/home/>
2017 – 2018


Engineering contractor at Trimble
Development of a 2D/3D API to visualize and interact with points clouds captured from a 3D scanner. Product shipped with [Trimble Perspective](#).

- 3D Computer Graphics
- C++ / OpenGL

**Tokyo University of Science (Tokyo, Japan)**
<https://www.middlevr.com/>
2014 – 2014


Software Engineer intern
Development of a dynamic difficulty adaptation system using physiological signals. Development of a BITalino API for Unity3D (published by BITalino as the only Unity API until ~2018).

- Virtual Reality / HCI
- Unity3D

**MiddleVR (Paris, France)**
<https://www.middlevr.com/>
2013 – 2013

Software Engineer intern
Development of VR interactions. Snapshot of 2016 [documentation with some shipped interactions](#).


- Virtual Reality / HCI
- Unity3D


**Rutgers University, Department of Electrical & Computer Engineering (Rutgers, New Jersey, USA)**
<https://www.theoris.fr/en/home/>
2012 – 2012


Software Engineer intern
Writting a manual on how-to integrate VR devices in Unity3D for undergraduate and graduate students (300 pages, used until 2018).

- Virtual Reality / HCI
- Unity3D

CONTACT

**Tokyo JP**

**adrienverhulst@proton.me**

**[adrienverhulst1.github.io](https://github.com/adrienverhulst1)**

LANGUAGES

- French
- English
- Japanese



Conversational

Fluent

Native speaker

EDUCATION



2014 – 2017

**Ecole Centrale de Nantes (Nantes, France)**
<https://www.ec-nantes.fr/english-version>
 PhD
Computer Science

Courses

- Virtual Reality / HCI
- 3D Computer Graphics



2013 – 2013

**Appalachian State University (Boone, North Carolina, USA)**
<https://www.appstate.edu/>
 Exchange student
Computer Science

Courses

- 3D Computer Graphics

2010 – 2014

**Polytech Angers (Angers, France)**
<http://www.polytech-angers.fr/en/index.html>
 Software Engineering
Computer Science

Courses

- Virtual Reality / HCI
- 3D Computer Graphics