



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 novel types of bodies relying on the integration of humans and computers, under the direction of Dr. Kasahara Shunichi. Currently my main research drive is to imagine how society might one day use Virtual Reality and then support this vision through research.

WORK EXPERIENCE

Sony Computer Science Laboratories (Tokyo, Japan)

<https://www.sonycs.l.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

Writing 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
	https://adrienverhulst1.github.io/

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