Antoine Ponsard

Research Assistant & MSc Candidate
Multimodal User Experience Group, Dept. Computer Science, UBC
Seeking a full-time **Interaction Designer** position, starting Sept. 2015

+1 (604) 441-4128
aponsard@cs.ubc.ca
cs.ubc.ca/~aponsard

Education

2013 – pres.	**University of British Columbia** (Vancouver)	*MSc. in Human-Computer Interaction*
GPA 4.0	○ Design and evaluation of ephemeral visual effects, to improve icon selection on smartphones. The goal is to help users find and launch apps faster. (under review) ○ PaperQuest: A visualization tool to support literature review. ○ Thesis (with Prof. Joanna McGrenere): Redesign of the customization panel to make personalization easier. Exploring which affordances could be added to the interface to inform users on the customization options available; and how to preview changes.	
2010 – 2013	**École polytechnique** (Paris)	*Diplôme d'Ingénieur (eq. Masters)*
GPA 3.98	A one-year team project building a drone with image processing capabilities.	
2008 – 2010	**Lycée Sainte Geneviève** (Versailles)	
GPA 3.96	Intensive preparation for the national entrance exams to the French *Grandes Écoles*. Two challenging years in which I developed efficient work habits and stress management.	

Work experience

Apr. – Aug. 2013	**Inria** (Saclay, France)	*Research Intern*
	Design of new interactive representations of videos, to support multi-scale exploration. In particular, I worked with a giant wall-sized display to "lay out time in space", i.e. reduce the temporal dimension of videos by projecting it on a large 2D surface.	
Jul. – Aug. 2012	**VirtuOz Inc.** (Emeryville, California)	*Software Developer Intern*
	VirtuOz was the leader in Intelligent Virtual Agents – acquired in 2013 by Nuance. Developed a Sentiment Analysis classifier to evaluate the polarity of user sentences. Experienced Agile Software Development in a fast-moving environment.	
Sept. 2010 – April 2011	**French Air Force** (Avord, France)	*Officer cadet*
	Oversaw two projects in a Maintenance Unit. The first team prepared airplanes to get their airworthiness certificates, and the second was to set up a new computer program to manage airplane maintenance and control the supply chain.	

Skills

UX	Contextual inquiry, interviews, prototyping, usability testing, controlled experiments.
Programming	Core: HTML, CSS, JavaScript, Java. Experience in: Android, Angular.js & Node.js
Languages	Native French speaker, full English proficiency, basic notions of German.

Personal

Volunteering	GEPPM, a French equal opportunity program. GIRLsmarts, an outreach program at UBC. Councilor at UBC Graduate Student Society, and CS Department Tea czar (!)