

# Antoine Ponsard

Research Assistant & MSc Candidate

Multimodal User Experience Group, Dept. Computer Science, UBC

Seeking a full-time **Interaction Designer** position, starting Oct. 2015

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## Education

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- 2013 – pres.     **University of British Columbia** (Vancouver)     *MSc. in Human-Computer Interaction*
- 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)
  - 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)     *MSc. in Computer Science*
- One of the oldest and most prestigious of the *Grandes Écoles*.
- A one-year team project building a drone with image processing capabilities.
- 2008 – 2010     **Lycée Sainte Geneviève** (Versailles)
- 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

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- 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

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- UX     Contextual inquiry, interviews, prototyping, usability testing, controlled experiments.
- Programming     Core: HTML5, CSS3, JavaScript, Java.  
Experience in Android, Node.js & Angular.js
- Languages     Native French speaker, full English proficiency, basic notions of German.

## Personal

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- Volunteering     GEPPM, an equal opportunity program at *École polytechnique*.  
Departmental representative for UBC's Graduate Student Society; Department Tea czar.
- Interests     Sports: Fencing, skiing, tennis, karate. Cultural: Theater, films, photography.