# Emilie Yu

*Centre Inria d'Université Côte d'Azur, Sophia Antipolis, France*

Curriculum Vitae

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## Education

**Inria, Université Côte d'Azur**                                                                  *2020 - 2023*

PhD in Computer Science – *supervised by Adrien Bousseau*

**Technical University of Denmark**                                                                  *2018 - 2020*

MSc in Digital Media Engineering – *Master thesis supervised by J. Andreas Bærentzen*

**CentraleSupélec**                                                                  *2015 - 2017*

BSc in Engineering – *3rd top Engineering School in France*

## Experience

**Adobe Research**                                                                  *Summer 2022*

Research Intern – *supervised by Rubaiat Habib Kazi and Wilmot Li*

**Inria, Université Côte d'Azur**                                                                  *Feb. 2020 - Aug. 2020*

Research Intern – *supervised by Adrien Bousseau*

**Unity Technologies**                                                                  *2019 - 2020*

CI/CD & Infrastructure support and development

**Datawords**                                                                  *Jul. 2017 - Dec. 2017*

Fullstack web developer intern

**Août Secours Alimentaire (food aid association)**                                                                  *Summer 2016*

Logistics assistant manager

## Publications

**VideoDoodles: Hand-Drawn Animations on Videos with Scene-Aware Canvases**

**Emilie Yu**, Kevin Blackburn-Matzen, Cuong Nguyen, Oliver Wang, Rubaiat Habib Kazi and Adrien Bousseau

ACM Transactions on Graphics, presented at SIGGRAPH 2023

**Piecewise-Smooth Surface Fitting onto Unstructured 3D Sketches**

**Emilie Yu**, Rahul Arora, J. Andreas Bærentzen, Karan Singh, and Adrien Bousseau

ACM Transactions on Graphics, presented at SIGGRAPH 2022

**CASSIE: Curve And Surface Sketching in Immersive Environments**

**Emilie Yu**, Rahul Arora, Tibor Stanko, J. Andreas Bærentzen, Karan Singh, and Adrien Bousseau

In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, CHI '21,

## Awards

**Mitacs Globalink Research Award**                                                                  *2023*

Awarded for a 3-months research collaboration at the University of Toronto – *6,000 CAD*

**WiGRAPH Rising Stars in Computer Graphics**                                                                  *2022 - 2023*

Academic Career Workshop in Siggraph – *Travel funding*

**Recipient of Best Paper Honorable Mention Award**                                                                  *2021*

CASSIE: Curve And Surface Sketching in Immersive Environments
ACM Conference on Human Factors in Computing Systems (CHI).
*Top 5% of submissions*

## Teaching

**Object Oriented Programming – MIAGE Nice** *2021-2023*

Teaching Assistant

**Computer Graphics Introduction – Technical University of Denmark** *Fall 2019*

Teaching Assistant

# Service

**External reviewer** *2021-2024*

ACM C&C 2021, ACM UIST 2021, ACM DIS 2022 (Special Recognition), ACM UIST 2023 (Special Recognition), Pacific Graphics 2023, ACM SIGGRAPH Posters 2023, ACM CHI 2024 (Special Recognition), Eurographics 2024

# Talks

**Designing tools for 3D content authoring based on 3D sketching**

University of California Santa Barbara *– hosted by Jennifer Jacobs and Tobias Höllerer* *Santa Barbara (USA) – Aug. 2023*
University of British Columbia *– hosted by Alla Sheffer* *Vancouver (Canada) – Jul. 2023*

**VideoDoodles: Hand-Drawn Animations on Videos with Scene-Aware Canvases**

SIGGRAPH 2023 *– Technical Paper presentation* *Los Angeles (USA) – Aug. 2023*
Inria ex)situ lab *– hosted by Theophanis Tsandilas and Wendy Mackay* *Palaiseau (France) – May 2023*
Inria MFX lab *– hosted by Sylvain Lefebvre* *Nancy (France) – May 2023*
Technical University of Denmark Christmas Workshop 2022 *– hosted by J. Andreas Bærentzen* *Lyngby (Denmark) – Dec 2022*

**VR Sketching for Surface Modeling**

University of Surrey SketchX virtual seminar *– hosted by Yulia Gryadistskaya* *Virtual – Sep. 2022*

**Piecewise-Smooth Surface Fitting onto Unstructured 3D Sketches**

SIGGRAPH 2022 *– Technical Paper presentation* *Vancouver (Canada) – Aug. 2022*

**CASSIE: Curve And Surface Sketching in Immersive Environments**

Toronto Geometry Colloquium *– opener talk* *Virtual – Oct. 2021*
CHI 2021 *– Technical Paper presentation* *Virtual – May. 2021*
JFIG (French computer graphics conference) 2020 *– Technical Paper presentation* *Virtual – Nov. 2020*

# Organizing

**Eurographics 2022** *Apr. 2022*

Student volunteer

**Graphdeco – Virtual Graphics Seminar 2021** *2021*

Co-organizer of a monthly lab seminar

**JFIG 2021** *Nov. 2021*

Student volunteer

**Eurographics 2019** *May 2019*

Student volunteer