

Emilie Yu

University of California Santa Barbara, USA

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

MSc in Engineering, Diplôme d'ingénieure de Centrale Paris

Experience

Expressive Computation Lab, UCSB

May 2024 - now

Postdoctoral researcher – supervised by Jennifer Jacobs

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

Août Secours Alimentaire (food aid association)

Summer 2016

Logistics assistant manager

Publications

3D-Layers: Bringing Layer-Based Color Editing to VR Painting

Emilie Yu, Fanny Chevalier, Karan Singh and Adrien Bousseau

ACM Transactions on Graphics, presented at SIGGRAPH 2024

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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

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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

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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,

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Awards


Best Demo Award at IHM 2024

2024

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

Francophone human-computer-interaction conference (IHM 2024)

Best out of 45 demos

PhD Dissertation Award – french Computer Graphics Association (GdR IG-RV) 	2024
Awarded based on the thesis manuscript and jury report.	
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 – <i>Travel funding for attending Siggraph twice</i>	
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). <i>Top 5% of submissions</i>	

Teaching

Object Oriented Programming – MIAGE Nice	2021-2023
Teaching Assistant	
Computer Graphics Introduction – Technical University of Denmark	Fall 2019
Teaching Assistant	

Service & Volunteering

Program committee member	2024
ACM TEI 2025 Papers track	
External reviewer	2021 to now
ACM CHI 2024 / 2025 (Special Recognition), ACM UIST 2021 / 2023 / 2024 (Special Recognition), Eurographics 2024 / 2025, ACM DIS 2022 (Special Recognition), ACM C&C 2021, Pacific Graphics 2023 / 2024, ACM SIGGRAPH Posters 2023 / 2024, ACM IMX 2024, IEEE ISMAR 2024	
Executive Committee – WiGRAPH (ACM Community Group for Women in Computer Graphics Research)	2024-now
Online Presence and Outreach Coordinator.	
Volunteer for WiGRAPH	2022-2024
Assist in the organization of the yearly Berthouzoz Women in Research Lunch at Siggraph 2022, 2023 and 2024.	
Student volunteer at conferences	2019-2022
Eurographics 2019, JFIG 2021, Eurographics 2022	

Invited talks

Designing tools for 3D content authoring based on 3D sketching	
Journées françaises de l'informatique graphique – <i>PhD award ceremony</i>	Virtual – Oct. 2024
Graphics And Mixed Environment Symposium webinar – <i>invited by Zeyu Wang</i>	Virtual – Jul. 2024
University of California Santa Barbara – <i>hosted by Jennifer Jacobs and Tobias Höllerer</i>	Santa Barbara (USA) – Aug. 2023
University of British Columbia – <i>hosted by Alla Sheffer</i>	Vancouver (Canada) – Jul. 2023
VideoDoodles: Hand-Drawn Animations on Videos with Scene-Aware Canvases	
Inria ex)situ lab – <i>hosted by Theophanis Tsandilas and Wendy Mackay</i>	Palaiseau (France) – May 2023
Inria MFX lab – <i>hosted by Sylvain Lefebvre</i>	Nancy (France) – May 2023
Technical University of Denmark Christmas Workshop 2022 – <i>hosted by J. Andreas Bærentzen</i>	Lyngby (Denmark) – Dec 2022
VR Sketching for Surface Modeling	
University of Surrey SketchX virtual seminar – <i>hosted by Yulia Gryadistskaya</i>	Virtual – Sep. 2022
CASSIE: Curve And Surface Sketching in Immersive Environments	
Toronto Geometry Colloquium – <i>opener talk</i>	Virtual – Oct. 2021
JFIG 2020 – <i>presentation to the french computer graphics community</i>	Virtual – Nov. 2020