

Marc-Aurèle RIVIÈRE

Researcher & Data Scientist

Identify issues, synthesize theories, engineer solutions, design experiments, wrangle data, and extract insights ♦ Proficient R programmer & decent software engineer.

Work experience

Research Engineer

LITIS Rouen, France / 2021

- ♦ Designed & lead the development of an Augmented Reality platform in Unity (C#) with motion tracking, to evaluate and train non-visual navigation for Visually Impaired People (VIP)
- ♦ Designed a wearable vibrotactile belt for haptic-based navigation for VIP, and participated in the design of an interactive haptic tablet to display images to VIP (Java/Arduino)
- ♦ Designed experiments to evaluate the impact of spatial cues on navigational performance
- ♦ Developed and tested camera-based solutions for indoor localization (Python/C++)

Graduate Teaching Fellow

University of Rouen Rouen, France / 2017 - 2020

Gave university lectures & practicals on Web Development, General programming in Python, GUI design with Java, Image Processing, and Machine/Deep Learning for Computer Vision

Engineering Intern

SKERI San Francisco / 2018 - 2019

Worked on an indoor localization solution using Visual Inertial Odometry, particle filtering, object detection, and real-time video streaming (Python/Flask, Swift)

Research & Engineering Intern

LPNC & GIPSA-Lab Grenoble, France / 2016

Developed an interface converting depth images into sound (C++/Qt) for vision-less shape recognition on a tactile tablet, iteratively improved based on users' performance

DS-related consulting

Automated client prospection

- ♦ Automating lead acquisition for a leasing company, using a combination of Web Scraping, ChatGPT API, and statistical modeling (R)
- ♦ Improving management and storage of leads & prospects

Bioinformatics & Biostatistics

- ♦ Processed & analyzed immunohistochemistry & qPCR data with generalized multilevel models
- ♦ Created an [interactive web application](#) (Shiny) to facilitate data exploration for team members
- ♦ Automated reporting & [documentation](#) generation for those analyses (R & Quarto)

Education

PhD - Cognitive Neurosciences (unfinished - COVID)

Normandy University Rouen, France / 2017 - 2020

Design, implement, and evaluate a wearable haptic interface to help Visually Impaired People navigate autonomously, based on spatial cognition & perception models

Student Entrepreneurship program

PEPITE Rouen, France / 2018 - 2019

Project management, KPI, Business plan, Branding, IP, A/B testing

MSc. - Cognitive Neurosciences

PHELMA - Grenoble INP Grenoble, France / 2015 - 2016

Bayesian modeling ♦ Vision, Attention, Language, and Memory models ♦ Deep Learning

MSc. - Social & Organisational Psychology

University of Strasbourg Strasbourg, France / 2013 - 2015

Recruitment, Skill assessment, Occupational Health, Work Ergonomics, Survey design



✉ marc.aurele.riviere@gmail.com

🏠 France

📅 32 years old

🔗 <https://ma-riviere.me>

Languages

French - Native

English - Bilingual

Spanish - A2

Norwegian - A2

Assets

Inquisitive | Autonomous | Assertive | Creative | Adaptable

Training & Courses

- ♦ Cognitive Modeling (CMAH'21)
- ♦ Data Science School (DS3'21)
- ♦ Neuromatch Academy (NMA'20)
- ♦ Probabilistic AI School (ProbAI'19)
- ♦ Computer Vision School (ICVSS'17)

Conference Talks

- ♦ RUNN 2019 (Caen, FR)
- ♦ CJCSC 2019 (Paris, FR)
- ♦ ICCHP 2018 (Linz, Austria)
- ♦ HANDICAP 2018 (Paris, FR)

Conference Posters

- ♦ NER 2019 (San Francisco, USA)
- ♦ RUNN 2019 (Caen, FR)
- ♦ CRD 2019 (Caen, FR)
- ♦ French-Polish Research & Innovation forum 2017 (Warsaw, PO)

Invited Talks

- ♦ Burgundy University (Dijon, FR)
- ♦ Politechnika Łódzka (Łódź, PL)
- ♦ SKERI (San Francisco, USA)
- ♦ French-Norwegian PhD Day (Trondheim, NO)

Technical skills

Data Science

Data wrangling (Tidyverse, data.table) ♦ Database (DuckDB, PostgreSQL) ♦ Web Scraping (rvest, httr2) ♦ Visualizations (ggplot) ♦ Dashboards (Shiny) ♦ Publishing (Quarto, R Markdown)

Statistics & Machine Learning

Bayesian Generalized Multilevel Location-Scale-Shape models ♦ Generalized Additive Models ♦ Survival Analysis ♦ IRT ♦ ARIMA ♦ HMM ♦ Mixture Models ♦ Power Analysis

Web Development

JAM-Stack (Quarto, Hugo) ♦ Back-End (NodeJS, Flask, plumber) ♦ Shiny ♦ Android/Flutter

Computer Vision & Robotics

Image Processing ♦ Feature detection ♦ Segmentation ♦ Odometry ♦ SLAM

Transferable skills

Experimental Research

- ♦ Design of experiments (Psychophysics, Eye-tracking, Motion-tracking VR/AR)
- ♦ Multidisciplinary literature reviews & technological watch
- ♦ Writing & publishing scientific reports and papers

Scientific Communication

- ♦ Co-organized international (IHAW'20) and regional (JED'17) scientific conferences
- ♦ Initiated & participated in several international collaborations
- ♦ Engaged in several public dissemination events (during exhibits, or in the press)

R&D Project Management

- ♦ Created & wrote a 600k€ research grant proposal (ANR project "SAM-Guide", 2021)
- ♦ Participated in the management of multiple national and international research projects
- ♦ Recruited & supervised multiple interns from various fields

Publications (journal)

Rodriguez-Duboc, A., Basille-Duguay, M., Debonne, A., **Rivière, M.-A.**, Vaudry, D., & Burel, D. (In Press). Apnea of Prematurity induces short and long-term development-related transcriptional changes in the murine cerebellum. *Molecular and Cellular Neuroscience*.

Faugloire, E., Lejeune, L., **Rivière, M.-A.**, & Mantel, B. (2022). Spatiotemporal influences on the recognition of two-dimensional vibrotactile patterns on the abdomen. *Journal of Experimental Psychology: Applied*, 28(3), 606–628. <https://doi.org/10.1037/xap0000404>

Publications (proceedings)

Coughlan, J.M., Biggs, B., **Rivière, M.-A.**, Shen, H. (2020). An Audio-Based 3D Spatial Guidance AR System for Blind Users. In Miesenberger, K., Manduchi, R., Covarrubias Rodriguez, M., Peñáz, P. (Eds.), *Lecture Notes in Computer Science* (Vol. 12376, pp. 475–484). Springer Int. Publishing. https://doi.org/10.1007/978-3-030-58796-3_55

Riviere, M.-A., Gay, S., Romeo, K., Pissaloux, E., Bujacz, M., Skulimowski, P., & Strumillo, P. (2019). NAV-VIR: An audio-tactile virtual environment to assist visually impaired people. *Proceedings of the 9th International IEEE/EMBS Conference on Neural Engineering*, 1038–1041. <https://doi.org/10.1109/NER.2019.8717086>

Riviere, M.-A., Gay, S., Pissaloux, E. (2018). TactiBelt: Integrating Spatial Cognition and Mobility Theories into the Design of a Novel Orientation and Mobility Assistive Device for the Blind. In Miesenberger, K., Kouroupetroglou, G. (Eds.), *Lecture Notes in Computer Science* (Vol. 10897, pp. 110–113). Springer Int. Publishing. https://doi.org/10.1007/978-3-319-94274-2_16

Gay, S., **Rivière, M.-A.**, Pissaloux, E. (2018). Towards Haptic Surface Devices with Force Feedback for Visually Impaired People. In Miesenberger, K., Kouroupetroglou, G. (Eds.), *Lecture Notes in Computer Science* (Vol. 10897, pp. 258–266). Springer Int. Publishing. https://doi.org/10.1007/978-3-319-94274-2_36

Programming Skills

R

Tidyverse, data.table, Shiny, gt, glmmTMB, lme4, afex, mgcv, brms, Stanverse, Easystats, emmeans

Python

skimage, numpy, (Tidy)polars, OpenCV, flask, plotnine

Java

Swing, JAXB

C#

Unity, LINQ

JavaScript

NodeJS, Socket.io, Arquero; OJS

HTML & CSS

SQL

DuckDB, PostgreSQL

Stan

C / C++

Frameworks & Tools

Scientific Publishing

Quarto, R Markdown, LaTeX

Git / SVN

Shiny

CI/CD

GitHub Actions

Unity

OpenMaze, Steam Audio

OpenCV

Arduino

Docker

IDE

- ♦ RStudio, VS Code, PyCharm, IntelliJ
- ♦ Unity Editor, Android Studio
- ♦ Google Colab, Jupyter, Posit Cloud, Codespaces