



DAMIEN MAZEAS

HCI/XR Researcher, PhD

Blois, France | French national | 30 y/o

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SUMMARY

Researcher with a PhD in Manufacturing specializing in Human-Computer Interaction (HCI), human factors, and 3D immersive technologies. Proven expertise in developing and deploying user-centered XR solutions for industrial design and remote robotics. Skilled in the research lifecycle, including user study design, usability testing, asset creation, and application development.

EDUCATION

Cranfield University - Centre for Digital and Design Engineering

Cranfield, UK

Doctor of Philosophy (Ph.D.) in Manufacturing

Awarded in April 2024

Thesis: Key principles for assessing and implementing remote inspection with telexistence capability

Advisors: Prof. [John Ahmet Erkoyuncu](#) & Prof. [Frédéric Noël](#)

Arts et Métiers ParisTech – Institut de Chalon

Chalon-sur-Saône, France

Master of Science (M.Sc.) in Digital Mock-up and 3D Visualization

Awarded in September 2019

Thesis: VR application for immersive prototyping for industrial designers

Advisors: Prof. [Sebastian Stadler](#) & Prof. [Jean-Rémy Chardonnet](#)

University Institute of Technology of Blois and Angoulême

Blois (2y), Angoulême (1y), France

Three-year technical degree in Computer-Aided Drafting & Design

Awarded in July 2017

CERTIFICATIONS

FANUC Robotics Standard Teach Pendant Programming (R30iB+ Controller) – September 2021

EXPERIENCE

Beijing Normal & Hong Kong Baptist University (BNBU)

Zhuhai, China

Lecturer in Computer Science and Technology

Sep 2024 - Jun 2025

- Designed a Human-Computer Interaction course (14 lectures of 1-hour and 14 labs of 2-hour).
- Taught undergraduate students (Teaching load: 9 hours per week).
- Mentored 10 students (4 groups) for their final year projects.
- Conducted research in virtual co-existence spaces [5].

CNRS@CREATE (French-led research program for Singapore)

Singapore

Research Associate in HCI

Oct 2023 – Sep 2024

- Conducted research on points of view for virtual navigation.
- Used and deployed eye tracking (Tobii) for Unity 3D frameworks.

Grenoble Alpes University - Laboratory G-SCOP

Grenoble, France

Visiting Researcher

Oct 2022 - Mar 2023

- Conducted research in tele-assistance [4].
- Developed an application for a remote expert – local worker collaboration on Unity 3D.
- Operated, programmed, and remote-controlled Universal Robots collaborative robots.

Safran (the second-largest aeronautical equipment manufacturer)

Gloucester, UK

Augmented Reality Engineer – International Junior Program (V.I.E)

Mar 2020 – Aug 2020

- Analyzed and defined Augmented Reality use cases to optimize A320 landing gear maintenance procedures (including visual inspection, assembly, and painting tasks).

- Developed technical specifications and managed the software integration of Diota (now Delmia).
- Supported the implementation phase by providing on-site technical support and training for maintenance teams.

TUM CREATE (German-led research program for Singapore)
Research Assistant

Singapore
Feb 2019 – Aug 2019

- Took part in the Design for Autonomous Mobility research team led by Dr. [Henriette Cornet](#).
- Conducted research on the use of VR for industrial designers [5] and user preference in mobility.

TEACHING EXPERIENCE

BNBU

Zhuhai, China

2025 Spring

Course designer and leader – Human-Computer Interaction

- Class of 63 undergraduate students in AI and Computer Science.

Course instructor – IT for Success in Daily Life and Work

2025 Spring

- Class of 75 undergraduate students from faculties other than Science and Technology.

Course instructor and leader – Computer Technology and AI project

2025 Spring

- Class of 49 undergraduate students in AI and Computer Science.

Course instructor – IT for Success in Daily Life and Work

2024 Fall

- Class of 89 undergraduate students from faculties other than Science and Technology.

PUBLICATIONS

[5] **D Mazeas**, B Namoano. “Study of Visualization Modalities on Industrial Robot Teleoperation for Inspection in a Virtual Co-Existence Space” in MDPI Virtual Worlds (2025).

[4] SCM Galvis, **D Mazeas**, F Noël, JA Erkoyuncu. “Designing Immersive Tools for Expert and Worker Remote Collaboration” in Procedia CIRP Design (2024).

[3] **D Mazeas**, JA Erkoyuncu, F Noël. “Telexistence-based remote maintenance for marine engineers” in IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (2023).

[2] **D Mazeas**, JA Erkoyuncu, F Noël. “A telexistence interface for remote control of a physical industrial robot via data distribution service” in IFIP International Conference on Product Lifecycle Management (2022).

[1] S Stadler, H Cornet, **D Mazeas**, JR Chardonnet, F Frenkler. “IMPRO: Immersive prototyping in virtual environments for industrial designers” in Proceedings of the Design Society: DESIGN conference (2020).

TECHNICAL SKILLS

Programming & Tools

Python, R, C#, Git, Docker, OpenCV, Three.js, HTML/CSS/JS, Industrial protocols (DDS, MQTT)

Immersive Technologies

Unity 3D (expert), Unreal Engine (beginner), Vuforia, ARCore, MRTK, Niantic SDK, IC.IDO, PiXYZ, XR systems (VIVE, QUEST, PICO, VARJO, HoloLens, Powerwall)

Cloud & Databases

Azure (PlayFab, IoT Hub, Azure Functions), SQL, MongoDB, Power BI

2D/3D Prototyping Tools

Photoshop, 3DS Max, Blender, SolidWorks, Catia V5

Robotics

FANUC 6-axis robots, Universal Robots, PLC Programming, Arduino / Raspberry Pi, ROS 1 & 2