William DELAMARE, Ph.D

French, 31 years old
Born on the 17th January 1985, Versailles (78), France

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Assistant Professor Applicant

Work Experiences

2016 - –	**Postdoctoral fellow** at: HCI Lab, University of Manitoba, Winnipeg, Manitoba, Canada Supervisor: Pr. Pourang IRANI *Research on distant interaction and Augmented Reality*
2011 - 2015	**Research Assistant** at: LIG Laboratory, EHCI research group, France, Grenoble (38) Supervisors: Pr. Laurence NIGAY and Céline COUTRIX *Research on distant interactions with augmented physical objects*
2011 - 2015	**Teaching Assistant** at: Pierre Mendès France University, France, Grenoble (38) Grenoble INP Pagora, France, Grenoble (38) UFRIM^{2}AG, France, Grenoble (38) Grenoble INP Phelma, France, Grenoble (38) *Total: 319.5h*
2010 - 2011	**Short term contract** at Xerox Research Centre Europe - 6 months, France, Meylan (38) *Front-end and back-end implementation of a multitouch application for the Showroom*
2010	**Internship** at: Xerox Research Centre Europe - 6 months, France, Meylan (38) *Conception and implementation of a multitouch application for the Showroom*
2009	**Internship** at: Thales Systèmes Aéroportés - 2 months, France, Pessac (33) *Evolution of a skill management tool*

Education

2011 - 2015	**Ph.D in computer science** Ph.D thesis at Grenoble Informatics Laboratory (LIG), Engineering Human-Computer Interaction research group (EHCI), France, Grenoble (38) *Discipline*: Computer Science *Specialty*: Human-Computer Interaction *Title*: Distant interaction in augmented physical environment *Supervisors*: Laurence NIGAY, Céline COUTRIX *Defense*: 2 November 2015, France, MJK Saint Martin d'Heres (38) *Jury composition*: • Michel BEAUDOUIN-LAFON, Professor, Paris-Sud University, president • Géry CASIEZ, Professor, Lille 1 University, reviewer • Martin HACHET, Research Scientist, Inria Bordeaux, reviewer • Kris LUYTEN, Professor, Hasselt University, examiner • Radu-Daniel VATAVU, Associate Professor, University Stefan cel Mare of Suceava, examiner • Laurence NIGAY, Professor, Joseph Fourier University, supervisor • Céline COUTRIX, Research Scientist, CNRS, co-supervisor
2006 - 2009	**Engineer diploma ENSIMAG with Master equivalency** **Bachelor diploma** Engineer school ENSIMAG. Mathematics and Informatics Engineering, France, Grenoble (38) *Specialty: Images and Virtual Reality*
2003 - 2006	Preparatory classes for the Grandes Ecoles, Centre Charles de Foucault, France, Angers (49)
2000 - 2003	**High school diploma** High school Jean XXIII, scientific specialty, France, Les Herbiers (85)

Research

Postdoc (in progress)

Supervisor	Pourang IRANI, Professor at the University of Manitoba, in charge of the HCI Lab
Keywords	Gaze Interaction, Augmented Reality, Text Entry, Touch Selection, Multimodality
Statement	I explore distant interaction through various projects. For instance, I consider the use of gaze interaction to interact with augmented distant physical object as well as with displayed digital object. I also consider the use of wearable device as an ubiquitous indirect input.

PhD

Thesis	"Distant interaction in an augmented physical environment"
Supervisors	Laurence NIGAY, Professor at Jospeh Fourier University, in charge of the EHCI research group (Engineering Human-Computer Interaction)
	Céline COUTRIX, Research Scientist, CNRS, permanent member of the EHCI group
Keywords	Distant Interaction, Augmented Physical Environment, Pointing, Disambiguation, Guidance, Gesture Interaction, Design Space
Context	FUI project Delight. Project coordinator: Schneider Electric
Statement	I explored interaction with augmented physical objects within physical environments. I split up distant interaction into two complementary stages: the selection and the control of augmented physical objects. For each of these stages, my contributions are two-fold. These contributions are both theoretical, with the establishment of design spaces, and practical, with the design, the implementation and the experimental evaluation of interaction techniques.

Supervision

2016	Master project on text entry techniques (in progress)
	Master project on mobile interaction techniques with wearable devices (in progress)
	First year engineer internship on touch interaction techniques (2 months)
2013-2015	Engineer on gesture interaction (1.5 years)
2013	Master project on augmented switches (2 months)

Awards

2013	- 2nd place at the .NET Gadgeteer Hackfest during MobileHCI'13 (Germany, Munich)
	- Award winner during the PhD Students day of the Grenoble Informatics Laboratory (France, Grenoble)

Involvement in the Scientific Community and Responsibilities

2015	- Invited visitor for one week at Center for Human-Engaged Computing (Kochi, Japan)
2014	- Jury during the PhD Student day of the Grenoble Informatics Laboratory (France, Grenoble)
2013	- Participant at the doctoral consortium of IHM'13 (France, Bordeaux)
	- Skill validation during the workshop *"Developing Ubiquitous Computing Device"*, 4th edition of the International UBI Summer School (Finland, Oulu)

Languages

French	Native language
English	Fluent. TOEIC : 905 (2008)
Japanese	Beginner (A21)
German	Formerly fluent

Programming skills

Language	C#, Python, JAVA, Processing, R, LaTeX, ADA 95, C, C++, Tcl/Tk
Web Development	HTML, CSS, Javascript, PHP, MySQL, Flex, ActionScript
Electronic	Arduino, .NET Gadgeteer
IDE	Unity, Visual Studio, Eclipse, RStudio, CodeBlocks
Software	Office suite, IMovie, Photoshop/Gimp
OS	MacOS X, Unix, Linux, Windows (XP, Vista, Seven)

Publications

International Conferences

[1] William Delamare, Thomas Janssoone, Céline Coutrix and Laurence Nigay. Designing 3D Gesture Guidance: Visual Feedback and Feedforward Design Options, in proceedings of the ACM SIGCHI International Working Conference on Advanced Visual Interfaces (AVI 2016). Bari, Italy, 2016. pp. 152–159. DOI: http://dl.acm.org/citation.cfm?doid=2909132.2909260 (Acceptance rate: 27%). Presented.

[2] William Delamare, Céline Coutrix and Laurence Nigay. Designing Guiding Systems for Gesture-Based Interaction, in proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2015). Duisburg, Germany, 2015. pp. 44-53. DOI: http://dx.doi.org/10.1145/2774225.2774847 (Acceptance rate: 30%). Presented.

[3] William Delamare, Céline Coutrix and Laurence Nigay. Mobile Pointing Task in the Physical World : Balancing Focus and Performance while Disambiguating, in proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI 2013). Munich, Germany, 2013. pp. 89–98. DOI: http://dx.doi.org/10.1145/2493190.2493232 (Acceptance rate: 22%). Presented.

[4] William Delamare, Céline Coutrix and Laurence Nigay. Designing Disambiguation Techniques for Pointing in the Physical World, in proceedings of the 5th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2013). London, UK, 2013. pp. 197–206. DOI: http://doi.acm.org/10.1145/2480296.2480309 (Acceptance rate: 23%). Presented.

National Conferences

[5] Céline Coutrix, William Delamare, Maxime Guillon, Takeshi Kurata, François Leitner, Laurence Nigay and Thomas Vincent. Techniques de Pointage à Distance : Cibles Numériques et Cibles Physique, in proceedings of the 10è journées francophones Mobilité et Ubiquité (UbiMob2014). Nice, France, 2014. 5 pages.

Others

[6] William Delamare. Interaction à Distance en Environnement Augmenté, Université Grenoble Alpes, 2015. 210 pages. (PhD Thesis). Presented.

[7] William Delamare, Céline Coutrix and Laurence Nigay. A Tool for Optimizing the Use of a Large Design Space for Gesture Guiding Systems, in proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2015). Duisburg, Germany, 2015. 4 pages. DOI: http://dx.doi.org/10.1145/2774225.2775440 (Demonstration) Presented.

[8] William Delamare. Sélection et Contrôle à Distance d'Objets Physiques Augmentés, 25ème conférence francophone sur l'Interaction Homme-Machine, IHM'13, Nov 2013, Bordeaux, France. 4 pages. (Doctoral Consortium). Presented.

[9] William Delamare, Céline Coutrix and Laurence Nigay. Pointing in the Physical World for Light Source Selection, in proceedings of Designing Interactive Lighting workshop at DIS 2012. Newcastle, UK, 2012. 4 pages. (Workshop). Presented.

Teaching Experiences

Total: 319.5h
<u>Underlined class title</u>: in charge

2014 - 2015	**<u>Advanced HCI</u>** JAVA *Designed the lectures, the project and the exam*		Lectures and supervised projects, 28h Professional degree in computer science students Grenoble University Institute of Technology 2

2014 - 2015   **<u>Advanced HCI</u>**
JAVA
Designed the lectures, the project and the exam
Lectures and supervised projects, 28h
Professional degree in computer science students
Grenoble University Institute of Technology 2

     Software Development
HTML, CSS, Javascript
Supervised project, 30h
Professional degree in computer science students
Grenoble University Institute of Technology 2

     Web Development
HTML, CSS, Javascript
Lectures and supervised project, 28h
2nd year students in computer license
Grenoble University Institute of Technology 2

     Server Side Programming
PHP
Designed the project and part of the exam
Supervised project, 28h
Professional degree in computer science students
Grenoble University Institute of Technology 2

     Introduction to HCI
JAVA
Supervised project, 38h
Professional degree in computer science students
Grenoble University Institute of Technology 2

     Introduction to Web Programming
HTML, CSS
Designed part of the exam
Supervised project, 28h
Professional degree in computer science students
Grenoble University Institute of Technology 2

2013 - 2014   **Interactive Software Techniques**
JAVA
Supervised project, 18h + 15h
Research master in computer science students
UFRIM^{2}AG

     Dynamic Document
HTML, CSS, PHP
Problem-Based Learning, 15.5h
Engineer degree in Paper Making students
Grenoble INP Pagora

2012-2013   **<u>Dynamic Document</u>**
HTML, CSS, PHP
Designed lectures and the exam
Supervised project, 12h
Engineer degree in Paper Making students
Grenoble INP Pagora

     <u>Dynamic Document</u>
HTML, CSS, PHP
Designed of the material for the Problem Based Learning Project
Problem-Based Learning, 27h
Engineer degree in Paper Making students
Grenoble INP Pagora

2011-2012   **Object Oriented Programming**
JAVA
Lectures and supervised project, 22h
Physic, electronic and materials engineer students
Grenoble INP Phelma

     Interactive Software Techniques
JAVA
Supervised project, 15h + 15h
Research master in computer science students
UFRIM^{2}AG

Teaching Training

Volunteer in a Problem-Based Learning course focusing on algorithmic
Training: "Discovering the Problem-Based Learning pedagogy"
Training: "Supervising the Problem-Based Learning pedagogy"
Training: "Communicating classes"