

CURRICULUM VITAE



Name
Address
Nationality
Date of Birth
Phone
E-mail
Web sites
Publications

Tom Giraud
33 rue Maurice Arnoux, 92120 Montrouge, France
French
21/05/1987
+33(0) 6 82 75 18 36
tom.giraud@limsi.fr
www.tomgiraud.fr
www.researchgate.net/profile/Tom_Giraud
scholar.google.fr – tom giraud

PRESENT SITUATION

Post-doc LIMSI-CNRS

RESEARCH INTERESTS

Embodied interaction - rich experiences – inclusive situated devices

EXPERIENCES

Feb 2018 – Jul 2019

Post-doc - LIMSI-CNRS

Design of a virtual and tangible task of joint action between an autistic child and a virtual human.

Mixed reality, autistic children, therapeutic design, field work, joint action.

Mar 2016 – Feb 2017

Post-doc - TechCICO, University of Technology of Troyes

Coordination of the SEEIT project and investigation of assistive technologies appropriation by visually impaired people.

Computer-supported cooperative work, visual impairment, field work, assistive technologies, participatory approach.

May 2015 – Feb 2016

Post-doc - IR4M-CNRS - France

Creation and evaluation of interactive interactions in public places.

Mirror augmented by medical imaging and Black hole simulation.

Public engagement, interactive installation, art-science, reflexive design, mixed methods.

Oct 2011 – Mar 2015

PhD Thesis - Computer Sciences - LIMSI-CNRS University of Paris South

Thesis title - Full body interaction: toward an integration of individual differences. Understanding and modeling of dyadic interactive behaviors in two case-studies: a job interview and a fitness task.

Virtual humans, experimental approach, full body interaction, emotions, synchrony, personality.

Feb 2011 – Jul 2011

Internship - CAOR, Mines-ParisTech & Saint-Gobain

Embodiments of thermal comfort in a virtual reality environment.

Avatars, virtual reality, subjective comfort, embodiments.

Sep 2009 – Feb 2010

Internship - Philips Applied Technologies, Eindhoven, Netherlands.

Functional design of an ice cream machine & design of a wrist heart rate monitor.

Sep 2008 – Jan 2009

Sabbatical semester - Mole National Park, Ghana.

Community based tourism.

Jan 2005 – Feb 2005

Internship - Permaswage, France.

Factory worker, fluid fitting technologies.

EDUCATION

Sep 2017 – Jan 2018	University Degree Fabmanager – FacLab University Cergy-Pontoise Fablab facilitation and coordination, Craft and prototyping technics, DIY and Maker cultures.
Oct 2011 – Mar 2015	PhD Thesis - Computer Sciences - LIMSI-CNRS University of Paris South Thesis title - Full body interaction: toward an integration of individual differences <i>Virtual humans, experimental approach, full body interaction, emotions, synchrony, personality.</i>
Sep 2010 – Feb 2011	Master Innovation, Knowledge and Interaction - UTC, France Interaction design – Virtual reality – Human factors.
Feb 2010 – Jul 2010	Exchange - Swinburne University of Technology, Melbourne, Australia. School of design. Products and services design, human factors
Feb 2005 – Jul 2011	Engineering degree - University of Technology of Compiègne Mechanical system design, specialized in innovative project management. Minor: PHITECO (Philosophy, Technology and Cognition).

COLLECTIVE RESPONSIBILITIES

Sep 2018 ...	Member of the laboratory board of LIMSI CNRS Nominated as the representative of temporary staff.
Feb 2012 ...	Member of the SAS collective Sciences-Arts-Society (SAS) collective creating interactive installations. www.e-sas.org
Jan 2017 ...	Co-founder of the Virtual Reality Art Collective Surrealist, sensitive and participatory artistic VR. www.vracollective.com
Apr 2017...	Member of the Technologos association Thinking about technique and resisting to its power. https://www.technologos.fr/
Feb 2014 – Feb 2017	President of the Curiositas association - Paris-Saclay University Art-Science association supporting students' collaborations for the art-science festival Curiositas
Jan 2011 – Jul 2011	Member of GENEPI, France Teaching National Student Group for Incarcerated Persons

TEACHING

2018	Affective UX: 10 hours, Mastère (post-master) AIMove, Artificial Intelligence and Movement, Mines ParisTech, professional engineers.
2016, 2017, 2018	HCI for interactive art: 14 hours, Image Arts and Technologies Master, 4 th and 5 th year.
2013, 2014	Java and object programing: 80 hours, University Institute of Technology of Computer Sciences, 1 st and 2 nd year.
2014	Computer architecture: 15 hours, University Institute of Technology of Computer Sciences, 1 st year.
2014	C++ and algorithmic: 35 hours, University Institute of Technology of Computer Sciences, 1 st year.

MEDIATION & OUTREACH

2018	La Porte , interactive installation, www.vracollective.com Fête de la Science, Orsay
2018	Festival Laval Virtual, Laval
2017	Festival Virtuality, Paris
2015	See Me Through You , interactive installation, www.e-sas.org Cité des Sciences et de l'Industrie
2018	Primary Intimacy of Being , interactive installation, www.e-sas.org Forum des Halles, place Carré, Nuit blanche event, Paris
2016	Cité de la santé, Paris
2015	Festival Science & You, Nancy
2014	Le Pass, Mons (Belgium)
2014	Festival South by Southwest, Austin (USA)
2013	Musée des arts et métiers, Paris
2014	Turbulent , interactive installation, www.e-sas.org Gaité Lyrique, festival Futur en Seine, Paris
2013	Google Cultural Institute, Paris
2015	Temps Mou , exhibition, www.temps-mou.com Cultural center La Grange aux Belles, Paris
2014	Festival Art-Science Curiositas, Orsay
2014	La Crypte, Nuit blanche event, Orsay
2014	Cultural center Maison des Ensembles, Paris
2014	Media Library les Ulis, Ulis

PEER REVIEWING

2018	Transactions on Interactive Intelligent Systems
2018	Workshop Affects, Compagnons Artificiels et Interactions – program committee member
2018	Computers in Human Behaviors
2017	Interfaces Numériques
2013, 2015	Transactions on Affective Computing
2012, 2014, 2016, 2017, 2018	Journal on Multimodal User Interfaces
2013, 2015	International Conference on Multimodal Interaction
2013	Intelligent Virtual Human
2013, 2018	Conference on Human Factors in Computing Systems
2013	Affective Computing & Intelligent Interaction
2014, 2015, 2016, 2018	International Conference on Movement and Computing - program committee member
2015	International Conference on Social Robotics

SKILLS & TOOLS

Languages	French - Fluent (Native) English - C1 European level, TOEIC 990 (maximum score)
Computing	Computation - Matlab, R, SPSS, Lisrel Real-time interaction - Virtools, Arduino, Kinect, Unity Computer language - Java, C++ (prototyping)
Prototyping	CAD - Catia, Proengineer, Fusion360, Blender CAM - Fusion360, Cura, VCarve. Prototyping - 3D printing, Milling, laser cutting, sewing, welding
Evaluating	Experimental protocols, univariate and multivariate analyses, explicitation interview, focus groups, field work, mixed methods.