






Bruno Fruchard

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As a UX designer and Human-Computer Interaction (HCI) expert, I focus on designing novel interactions in various contexts like laptops or mixed reality, and explore user experiences via usability tests conducted in the lab or on the field.

Through my journey in academic research, I learned to grasp and adapt to new technologies, develop systematically interactive prototypes, and analyze thoroughly empirical data.

Experience

FEB. 2019 – CURRENT

Postdoctoral Researcher / Saarland University, Germany

- Systematic evaluations of user experiences when using haptic devices
- Development of web design tools for haptic design
- Joining organizational committees of international conferences
- Supervision of theses from Master and Bachelor students

OCT. 2015 – SEP. 2018

Ph.D. Candidate / Télécom Paris, France

- Design, development, and evaluation of multiple gestural interaction techniques for laptops, wearables, and mixed reality
- Empirical evaluations of learning methods in the context of gestural interaction
- Synthesizing and reporting interaction designs and empirical findings through oral (international conferences) and written (Ph.D. manuscript) media

APR. 2015 – SEP. 2015

Research Assistant / Université Paris-Saclay, France

- Development and evaluation of interaction techniques for map navigation on wall-displays
- Supervision by [Olivier Chapuis](#) and [Emmanuel Pietriga](#)

APR. 2013 – JUL. 2013

Research engineer / LIMSI, France

- Development of a conversational AI with multi-scaled realism
- Supervision by [Prof. Nicolas Sabouret](#)

Education

OCT. 2015 – SEP. 2018

Doctorate (Ph.D.) / Université Paris-Saclay, France

Computer Science

SEP. 2013 – SEP. 2015

Master's degree (M.Sc.) / Université Paris-Saclay, France

Computer Science

SEP. 2010 – SEP. 2013

Bachelor's degree (M.Sc.) / Université Paris-Sud, France

Computer Science

Skills

Topics

- Design Tools
- Web Development & Design
- Software Development
- Mixed Reality

Methods

- UX Design
- Usability Testing
- Fast Prototyping
- Qualitative and Quantitative Data Analysis
- Hypothesis Testing

Programming

- Web Development: HTML, CSS, JavaScript
- Statistical Programming: R
- Software Development: C#, C++, JAVA, Python

Tools Proficiency

- Adobe Suite: Photoshop, Illustrator, Premiere, After Effect
- Microsoft Office
- RStudio
- Unity3D
- JetBrains Products: WebStorm, Idea
- GIT

Language Skills

Mother tongue

French

Others

English (full professional proficiency)

Teaching

Teaching Assistant for the HCI lecture - Saarland University

SEP. 2019 – NOV. 2020

[link to the lecture](#)

Teaching Assistant for Introductory courses to C++ and JAVA - Télécom ParisTech

OCT. 2015 – SEP. 2018

Theses supervisions

JAN. 2020 – SEP. 2020

“Physics-Based Interactions in Virtual Reality”, Arsen Tabaku – Master’s thesis

Volunteering

Organization Committee

Associate Chair (AC) for the international conferences [ISS’18](#) and [PerDis’20](#)

Peer-Review

CHI’17 ’18 ’19 ’20 ’21

IHM’18 ’20

ISS’18 ’19 ’20

MobileHCI’19

NordiCHI’18

TEI’18

UIST’18 ’19 ’20

Student Volunteer

[CHI’17](#), Denver, Colorado, USA

References

Jürgen Steimle / Professor at Saarland University

STEIMLE@CS.UNI-SAARLAND.DE / [WEBSITE](#)

Eric Lecolinet / Professor at Télécom Paris

ERIC.LECOLINET@TELECOM-PARISTECH.FR / [WEBSITE](#)

Olivier Chapuis / Research Scientist at CNRS

CHAPUIS@LRI.FR / [WEBSITE](#)