

# Hanae Rateau

PH.D · HUMAN-COMPUTER INTERACTION

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## Education

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### Ph.D in Computer Science

UNIVERSITÉ DE LILLE

*Exploring interactive sub-spaces for gestural midair interaction*

- Supervised by Laurent Grisoni
- MINT team - CRISTAL/INRIA

Lille, France

2012 - 2017

### Master of Computer Science

UNIVERSITÉ DE LILLE

*Specialized in Image Vision and Interaction*

Lille, France

2012

### Bachelor of Computer Science

UCBL (UNIVERSITÉ CLAUDE BERNARD LYON 1)

Lyon, France

2010

## Professional Experience

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### Post-Doc in Augmented Reality for Maintenance Assistance

ESTIA

Using augmented reality and multimodal interaction for maintenance support.

Teaching various CS courses to engineering students.

Biarritz, France

2017-current

### Teaching assistant

UNIVERSITY OF LILLE

Teaching various courses to computer science students. See *Teaching* section for more details

Lille, France

2015-2017

### Research Internship in MINT Team

UNIVERSITY OF LILLE/INRIA NORD-EUROPE

Bimanual Interaction for parametrization of commands

Lille, France

2012 (6 months)

### Research Internship in GEOMOD Team - LIRIS

UCBL (UNIVERSITY OF LYON)

Procedural Generation of canyons

Lyon, France

2011 (2 months)

### Research Project in GEOMOD Team - LIRIS

UCBL (UNIVERSITY OF LYON)

Procedural Generation of rivers

Lyon, France

2011 (1 month)

### Undergraduate Internship - IT Support department

EDEN GAMES - ATARI

Managed the issues of the teams. Operated OS migration of all PCs. Improved the intranet service for days of vacation visualizations.

Lyon, France

2010 (4 months)

## Publications

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### Combining digital pen, tactile, and AR for technical documentation during maintenance procedures

HANAË RATEAU, ALEXIS CLAY, SÉBASTIEN BOTTECCHIA

Demo

IHM 2018

Brest, France

**Nouvelles modalités d'interaction pour des opérateurs de maintenance en milieu contraint : Contribution d'une approche conjointe FH et IHM dans le contexte d'un projet multipartenaire**

CHLOÉ MOREL, HANAË RATEAU, SÉBASTIEN BOTTECCIA, MARION WOLFF, RÉGIS MOLLARD, ALEXIS CLAY

*ERGO'IA 2018*

*Bidart, France*

**Ether-Toolbars: Evaluating Off-Screen Toolbars for Mobile Interaction**

HANAË RATEAU, YOSRA REKIK, ED LANK AND LAURENT GRISONI

Paper and Demo

*IUI'18*

*Tokyo, Japan*

**Talaria: Continuous Drag & Drop on a Wall Display**

HANAË RATEAU, YOSRA REKIK, LAURENT GRISONI, AND JOAQUIM JORGE

*ISS'16*

*Niagara Falls, Canada*

**Exploring tablet surrounding interaction spaces for medical imaging**

HANAË RATEAU, LAURENT GRISONI, AND BRUNO ARAUJO

Poster

*SUI'14*

*Hawaii, USA*

**Mimetic interaction spaces: controlling distant displays in pervasive environments**

HANAË RATEAU, LAURENT GRISONI, AND BRUNO ARAUJO

Paper and Demo

*IUI'14*

*Haifa, Israel*

## Other Communications

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**Interaction on Grammar Based Generated Content**

HANAË RATEAU

*Doctoral Consortium IEEE VR'14*

*Minneapolis*

**Mimetic interaction spaces: controlling distant displays in pervasive environments**

HANAË RATEAU, LAURENT GRISONI, AND BRUNO DE ARAUJO

*AFRV 2014 - French Association for Virtual Reality*

*Reims, France*

**Scientific Mediation on Virtual Reality for the event *Chercheurs Itinérants* during the Science Celebration operation in France**

HANAË RATEAU

*Lille, France*

## Program Committees

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- 2018 **Review**, ICMI, ERGO'IA
- 2015 **Review**, CHI, World Haptics Conference
- 2014 **Student Volunteer**, IHM'14

*Lille, France*

## Skills

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**Programming languages**

C#, C/C++, Java, Python, Javascript, HTML/CSS

**Platforms, Frameworks & Libraries**

Unity, Qt, JavaFX, Node.js, TUIO, OpenCV, OpenGL, Ogre, Open Scene Graph, OSC, Blender (API and modeling), Voreen (volume visualization library)

**Sensors and Hardware**

Hololens, Optitrack, Leap Motion, Kinect, multitouch devices (from tablets to wall displays), Polhemus (magnetic tracking)

**Environments**

Windows, Android, Linux

**Languages**

French (native), English(fluent)

**Interests**

Traveling, video games, guitar and photography

# Teaching

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## ESTIA

2018	<b>2nd year Bachelor</b> , Rapid prototyping with C#	16h
2018	<b>2nd year Bachelor</b> , Web technologies (HTML/CSS, Javascript, PHP)	44h (2x22h)
2018	<b>1st year of engineering</b> , Introduction to computer architecture	8h (2x4h)
2018	<b>1st year of engineering</b> , Introduction to software engineering	2h
2018	<b>2nd year of engineering</b> , Object Oriented Programming	32h (2x16h)
2018	<b>3rd year of engineering</b> , Introduction to augmented reality	1h

## IUT OF LILLE

2016	<b>1st semester - BETC equivalent</b> , Introduction to HTML/CSS	18h
2016	<b>3rd semester - BETC equivalent</b> , Data Structures and algorithmic	32h
2016	<b>3rd semester - BETC equivalent</b> , Advanced Object Oriented Programming - Design patterns	24h
2017	<b>2nd semester - BETC equivalent</b> , Introduction to HCI	64h (2x32h)
2017	<b>4th semester - BETC equivalent</b> , Introduction to networks	40h (2x20h)
2017	<b>4th semester - BETC equivalent</b> , Rich web clients - Javascript	15h

## UNIVERSITY OF LILLE

2014	<b>1st semester - B.S</b> , Introduction to programming	54h
2015	<b>4th semester - B.S</b> , Web Technologies	36h
2014	<b>5th semester - 3rd year B.S</b> , Design patterns and Object Oriented Programming	42h
2015	<b>1st semester - 1st year M.D</b> , Distributed Applications	72h (2x36h)

# References

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## Pr. Laurent GRISONI

UNIVERSITY OF LILLE

laurent.grisoni@univ-lille.fr

## Pr. Edward LANK

UNIVERSITY OF WATERLOO

lank@uwaterloo.ca

## Joaquim Jorge

IST/U LISBOA

jorgej@acm.org