



# Elise BONNAIL

Human-Computer Interactions Student  
at Télécom Paris

## Education

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- 2021 - today PhD student - *Institut Polytechnique de Paris, Télécom Paris, DIVA group* - Palaiseau  
Exploring memory manipulations in Extended Reality (XR)
- 2020-2021 Master 2 - *Institut Polytechnique de Paris* - Palaiseau  
**Interaction, Graphics & Design (IGD)** : design and create advanced interactive computing systems.
- 2018-2021 Engineering school - *Télécom Paris* - Palaiseau  
*First option* : **3D & Interactive Systems** : Human-Computer Interactions, Virtual Reality and Computer Graphics  
*Second option* : Image Processing
- 2016-2018 Classe Préparatoire - *Lycée Paul Cézanne* - Aix en Provence  
MP Option (Mathematics, Physics)

## Academic Projects

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- 2022 *2<sup>nd</sup>* PhD project - *IP Paris* - 1 year  
paper submitted to CHI'24.
- 2022 *1<sup>st</sup>* PhD project - *IP Paris* - 1 year  
Memory Manipulations in Extended Reality, published at CHI'23 (honorable mention).
- 2020-2021 M2 Research project - *IP Paris* - 6 months  
Contribution to a paper published at CHI'22: The dark side of perceptual manipulations in virtual reality. Implementation of a redirected walking technique. (*Unity 3D, C#*)
- 2021 VR locomotion techniques - *IP Paris* - 2 months  
Conception, implementation and evaluation of a VR **locomotion technique** using **hand tracking**. (*Unity 3D, C#*)
- 2021 VR interactions - *IP Paris* - 2 months  
Design and implementation of an interaction in virtual reality, based on a non-linear mapping between the physical and the virtual hand. (*Unity 3D, C#*)
- 2020 New interactive systems - *IP Paris* - 2 months  
Development of a **mobile app** allowing to move items from one smartphone to another. (*React Native*)
- 2018-2019 *1<sup>st</sup>* year project (PACT) - *Télécom Paris* - 8 months  
Development of a program generating plans for the construction of a *Lego* brick sculpture from a **3D model** given by the user (elected project of the year by the jury). (*C++, OpenGL*)

## Contact

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in elise-bonnail

## Skills

Languages :  
French (mother tongue),  
English (C1),  
Spanish (A2)

Computing :  
C#, C++, Python, Java,  
Unity 3D, Android,  
JavaScript, Html, CSS,  
Git

Personal qualities :  
Creativity, autonomy and rigor

## Interests

Music :  
Guitar, member of the  
band "Under One Sixty-Five", release  
of an album in 2018

Plastic arts :  
Passion for stained glass, knitting and  
painting

Theater :  
President of the theater club of  
Télécom Paris for the year 2019/2020

## Professional experiences

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- 2022 Teaching - *Télécom Paris*  
Teaching assistant of C++ classes, and supervision of student projects (PACT and IGD master projects).
- 2021 Internship - *Light&Shadows* - 6 months  
Development of VR navigation tools and UI for VR applications. (*Unity 3D, C#*)