

Alexandre Bonneau

234 avenue st Exupery

31400 Toulouse

☎ (+33)7 86 02 54 27

✉ alexandre.bonneau@laas.fr

📄 perso.eleves.ens-rennes.fr/people/Alexandre.Bonneau/

Born the 27/04/1995

Education-Diploma

- 2018 – 2019 **Master Degree in Computer science**, *ENS Rennes, Université Rennes 1*.
Computer Vision, Motion Animation for Robotics, Computer Graphics, Representation and edition of images, Vocal and acoustic interaction, Virtual Reality and Multi-Sensory Interaction, and Graph Data Processing
- 2017 – 2018 **First Year of master in Computer science**, *ENS Rennes, Université Rennes 1*.
Compilation, Analyse and formal Design, Semantic, Supervised Machine Learning, Domain Specific Languages, BioInformatic, Parallel programming, Distributed System, Information Theories, Static Analysis, Database
- 2013 – 2016 **Preparatory program (classes préparatoires) for French Grandes Écoles (MPSI, MPE 3/2, MPE 5/2)**, *Lycée Camille Guérin, Poitiers*.
- 2012 – 2013 **French Baccalauréat ,Scientific, English-language European section, with high honours**, *Lycée Camille Guérin, Poitiers*.

Work experiences, project

- 2019 – 2021 **PhD Student**, *Laas - CNRS, Toulouse, RIS Team*.
Situational awareness in Human Robot Interaction, under the supervision of Rachid Alami and Daniel Sidobre
- 2019 **Internship in Rainbow Team**, *Inria, Rennes (5 months)*.
Haptic rendering of virtual contacts in crowded environments, under the supervision of Julien Pettré and Claudio Pacchierotti, and work on the OCSR project
- 2018 **Internship in CIVC Team**, *Northumbria University, Newcastle (10 weeks)*.
Data-driven Modelling of Road Users Trajectories using Recurrent Neural Network, under the supervision of Pr. Hubert P. H. Shum
- 2018 **Research Project, among the year with the KerData team**, *Inria, Rennes*.
Optimizing MPI-collective operations on the THETA supercomputer, using asynchronous communication, under the supervision of Luc Bougé and Nathanaël Cheriére
- 2017 **Internship in MimeTIC Team**, *Inria, Rennes (6 weeks)*.
Real time animation using early recognition of Kinect data, under the supervision of Franck Multon, and Ludovic Hoyet

Skills and Personal Capability

- English : Advanced Level, Toic : 925
- German: Scholar Level
- Programming Language and tools
 - Advanced Skills in : Ros,Python, Unity, C, C++,C#,Ocaml
 - Medium Skills in : Matlab, Scala ,Java , \LaTeX , coq, Isabelle HOL, JScript, R, Lisp, HTML, Basic

Publication

- F. Berton et al., "Crowd Navigation in VR: exploring haptic rendering of collisions," in IEEE TVCG