

Pierre Amelot

User Experience Engineer

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EXPERIENCE

National Robotics Engineering Center (NREC) — Graphics Engineer

Pittsburgh, PA | Oct. 2017 - Now

Designed and developed an AR app enabling deminers to improve their technique when using a metal detector. Implemented rapid iterations of 3 versions of the app for HoloLens, ODG R7, and handheld mobile device. Led user testing on 5+ UI options.

Prototyped UIs and visualization tools for robotics systems using C++ and QT.

Hypno VR — VR Technology Lead

Strasbourg, France (Remote) | Jan. 2018 - Now

Designed and developed an Oculus Rift Unity app for a startup team of anesthesiologists who place patients in a hypnotic state for surgery. Led tech integration and strategy. Facilitated design sessions to understand goals and process. App will ship this year.

Eaton — MHCI Capstone Technical Lead

Pittsburgh, PA | Jan. 2017 - Aug. 2017

Researched, designed, prototyped and user-tested 4 new interactions between electricians and facilities switchgear, using Conversational UIs, WebVR, AR, and Chatbots.

Columbia University — AR Developer Intern

New York, NY | Apr. 2016 - Aug. 2016

Developed, under the supervision of Pr. Steven Feiner, a music exploration experience in AR. Combined HoloLens, Leap Motion Controller, and Spotify Web API to allow users to manipulate and play virtual CDs.

RESEARCH AND HACKATHONS

Visualizing Rijksmuseum's painting collection

Carnegie Mellon University, Pittsburgh | Spring 2017

Developed 4 web visualizations of the RijksMuseum's painting collection in Amsterdam using D3.

Won "Best Project" award in HCI final

IEEE Viz conference 2017 - poster, installation, presentation

AR for Parkinsonians

Archacks Hackathon, St Louis | Nov. 2016

Designed and developed an AR illusion to enhance the mobility of people with Parkinson's disease using Google Carboard, Vuforia, and custom Android Unity plugins.

Mind-controlled game

École Polytechnique | 2014 - 2015

Implemented the "Concentration" game using a brain-computer interface to help students with ADHD focus in a playful manner. *Top Prize for Research Work out of 100 teams at École Polytechnique*

EDUCATION

Carnegie Mellon University

Pittsburgh, PA | 2016 - 2017

M.S. Human-Computer Interaction

School of Computer Science

GPA: 4.07

École Polytechnique

Paris, France | 2013 - 2016

B.S. Computer Science and Mathematics

Entry rank: 21st out of 4500 applicants

GPA: 3.94

SKILLS

AR/VR/3D

Unity, Vuforia, Blender, OpenGL, Leap

Motion, HoloLens, Rift, ODG R7,

Cardboard, Meta, WebVR

Programming

C++, C#, OpenCV, Android, D3, QT 5,

Javascript, CMake, Linux, Python, Matlab,

OpenFrameworks, Processing, Java

Design

Scenarios, Personas, Storyboards,

Customer Journey Maps, Paper Prototypes,

Wireframes, Illustrator, After Effects,

InDesign, InVision

HCI Methods

Interviews, Think-Alouds, Contextual

Inquiry, Affinity Diagramming, Usability

Testing, Heuristic Evaluation, Surveys

Internet of Things

Arduino, Raspberry Pi, Node.js, Laser

Cutting, 3D Printing

Languages

French: Mother Tongue

English: Fluent

Spanish: Upper Intermediate

Japanese: Intermediate