

Cécile Picard-Limpens

Engineer, PhD in Computer Science

Design, development and management of innovative projects at the crossroads of art, science and digital

cecile@limpica.net | [Shared code](#) | limpica.net

Experience

Since 02.2017

Accademia di Belle Arti - ABABO, IT : Research engineer for design and IT development of a mobile application with geolocation (*Zamboni Touch Street*)

02.2013 – 01.2017

SCV / Université de Lille UdL, FR: Research Engineer for scientific project development and valorization. Co-designer of the collaborative video analysis tool *V-ATLAS*.

01.2011 – 01.2013

NUMEDIART / University of Mons UMONS, BE : Post doctoral researcher for sound analysis and modeling, technologies for interaction/user-centered interfaces.

01.2011 – 07.2012

Future Instruments / Haute Ecole de Musique de Genève HEM, CH : Post doctoral researcher for an augmented percussion music instrument prototype.

09.2010 – 12.2010

Institut National de Recherche en Informatique et Automatique INRIA, FR : Post doctoral researcher for creating educational content, project coordinated by *fuscia*/Inria, and financed by *Unisciel*.

01.2010 – 08.2010

NUMEDIART / University of Mons UMONS, BE : Post doctoral researcher for sound composition interface.

09.2007 – 10.2010

Institut National de Recherche en Informatique et Automatique, INRIA, FR : PhD in the *REVES* team. Thesis entitled *Expressive Sound Synthesis for Animation*, in collaboration with *Eden Games*, an ATARI Game Studio. Visiting Ph.D. Student at McGill University (*Paul Kry*), CA.

Teaching

2014 – 2016

Université de Lille Responsible for the teaching unit *Programmation Créative (Creative Programming)*.

2013 – 2016

Polytech'Lille, Engineering school Responsible for the teaching unit *Technologies for Digital Arts*.

Education

2007 – 2009

Université Nice Sophia Antipolis / INRIA, FR : Computer Science PhD, *Expressive Sound Synthesis for animation* (supervisors: Nicolas Tsingos, François Faure and Georges Drettakis).

2005 – 2007

Chalmers University of Technology Gothenburg, SE : International M.Sc. Sound and Vibration.

2000 – 2005

Université de Technologie de Compiègne UTC, FR : Engineer Degree in Mechanics, specialized in Acoustics and Modelling. Erasmus at **Politecnico di Milano (IT)**.

Technical skills

Java	Python	Git
HTML/CSS, PHP	Javascript (jQuery)	C/C++