Emilie Yu

Centre Inria d'Université Côte d'Azur, Sophia Antipolis, France

Curriculum Vitae

✉ emilie.yu@inria.fr | 🏠 em-yu.github.io | 🐙 em-yu

Education

Inria, Université Côte d'Azur	*2020 - 2023 (expected)*

PhD in Computer Science – *supervised by Adrien Bousseau*

Technical University of Denmark	*2018 - 2020*

MSc in Digital Media Engineering – *Master thesis supervised by J. Andreas Bærentzen*

CentraleSupélec	*2015 - 2017*

BSc in Engineering – *3rd top Engineering School in France*

Experience

Adobe Research	*Summer 2022*

Research Intern – *supervised by Rubaiat Habib Kazi and Wilmot Li*

Inria, Université Côte d'Azur	*Feb. 2020 - Aug. 2020*

Research Intern – *supervised by Adrien Bousseau*

Unity Technologies	*2019 - 2020*

CI/CD & Infrastructure support and development

Datawords	*Jul. 2017 - Dec. 2017*

Fullstack web developer intern

Août Secours Alimentaire (food aid association)	*Summer 2016*

Logistics assistant manager

Publications

VideoDoodles: Hand-Drawn Animations on Videos with Scene-Aware Canvases

Emilie Yu, Kevin Blackburn-Matzen, Cuong Nguyen, Oliver Wang, Rubaiat Habib Kazi and Adrien Bousseau

ACM Transactions on Graphics, presented at SIGGRAPH 2023

Piecewise-Smooth Surface Fitting onto Unstructured 3D Sketches

Emilie Yu, Rahul Arora, J. Andreas Bærentzen, Karan Singh, and Adrien Bousseau

ACM Transactions on Graphics, presented at SIGGRAPH 2022

CASSIE: Curve And Surface Sketching in Immersive Environments

Emilie Yu, Rahul Arora, Tibor Stanko, J. Andreas Bærentzen, Karan Singh, and Adrien Bousseau

In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems, CHI '21,

Awards

Mitacs Globalink Research Award	*2023*

Awarded for a 3-months research collaboration at the University of Toronto – *6,000 CAD*

WiGRAPH Rising Stars in Computer Graphics	*2022 - 2023*

Academic Career Workshop in Siggraph – *Travel funding*

Recipient of Best Paper Honorable Mention Award	*2021*

CASSIE: Curve And Surface Sketching in Immersive Environments
ACM Conference on Human Factors in Computing Systems (CHI).
Top 5% of submissions

Teaching

Object Oriented Programming – MIAGE Nice *2021-2023*
Teaching Assistant

Computer Graphics Introduction – Technical University of Denmark *Aug 2019*
Teaching Assistant

Service

External reviewer *2021-2024*
ACM C&C 2021, ACM UIST 2021, ACM DIS 2022 (Special Recognition), ACM UIST 2023 (Special Recognition), Pacific Graphics 2023, ACM SIGGRAPH Posters 2023, ACM CHI 2024 (Special Recognition), Eurographics 2024

Talks

Designing tools for 3D content authoring based on 3D sketching
University of California Santa Barbara – *hosted by Jennifer Jacobs and Tobias Höllerer* *Santa Barbara (USA) – Aug. 2023*
University of British Columbia – *hosted by Alla Sheffer* *Vancouver (Canada) – Jul. 2023*

VideoDoodles: Hand-Drawn Animations on Videos with Scene-Aware Canvases
SIGGRAPH 2023 – *Technical Paper presentation* *Los Angeles (USA) – Aug. 2023*
Inria ex)situ lab – *hosted by Theophanis Tsandilas and Wendy Mackay* *Palaiseau (France) – May 2023*
Inria MFX lab – *hosted by Sylvain Lefebvre* *Nancy (France) – May 2023*
Technical University of Denmark Christmas Workshop 2022 – *hosted by J. Andreas Bærentzen* *Lyngby (Denmark) – Dec 2022*

VR Sketching for Surface Modeling
University of Surrey SketchX virtual seminar – *hosted by Yulia Gryadistskaya* *Virtual – Sep. 2022*

Piecewise-Smooth Surface Fitting onto Unstructured 3D Sketches
SIGGRAPH 2022 – *Technical Paper presentation* *Vancouver (Canada) – Aug. 2022*

CASSIE: Curve And Surface Sketching in Immersive Environments
Toronto Geometry Colloquium – *opener talk* *Virtual – Oct. 2021*
CHI 2021 – *Technical Paper presentation* *Virtual – May. 2021*
JFIG (French computer graphics conference) 2020 – *Technical Paper presentation* *Virtual – Nov. 2020*

Organizing

Eurographics 2022 *Apr. 2022*
Student volunteer

Graphdeco – Virtual Graphics Seminar 2021 *2021*
Co-organizer of a monthly lab seminar

JFIG 2021 *Nov. 2021*
Student volunteer

Eurographics 2019 *May 2019*
Student volunteer