

AMBRE ASSOR

Phd in HCI, Visualization, AR/VR

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📍 Paris, France

🌐 <https://ambreassor.github.io/>

🎓 Scholar

Postdoctoral researcher specialized in **visualization**.

Currently contributing to the URGE project at Inria's Aviz team, focusing on optimizing **healthcare pathways** through advanced data visualization techniques.

Demonstrated ability to bridge academic research with practical applications, aiming to lead projects that intersect **user-centered design, healthcare innovation, and interactive technologies**

Skills

Visualization & Interaction:

Desktop Visualization, Immersive visualizations, augmented reality (AR), virtual reality (VR), Electronic Health Records (EHR).

Technical Proficiencies:

C++, 3D rendering, computer graphics, Python, D3.js, Vue.js, ReactJs, Matlab.

Research & Analysis:

User studies, controlled experiments, interdisciplinary collaboration.

Communication:

Scientific mediation, public speaking.

Languages:

French (native speaker), English (C2), Spanish (B1).

Research Experience

Post Doctoral Researcher

Inria Saclay
2024-now

- Working on the URGE project under Jean-Daniel Fekete, focusing on health data visualization to optimize care pathways.
- Collaborating with the French national health insurance (Assurance Maladie) to develop visualizations for analyzing prostate cancer care trajectories.

Research Internship

Montreal
May to September 2023

- Designed and conducted controlled experiments on immersive visualizations using Meta Quest Pro headset.

Education

Phd in Computer Sciences

Inria Bordeaux - Potioc Team
October 2020 to December 2023

- Immersive Situated Representations: Using the Physical World as a Visualization Canvas

Education

MSc in Image and Sound Processing

Bordeaux University

September 2019 to February 2020

- Ms. Sc Image and Sound Processing for Engineering Systems

Engineering Degree (MSc)

Institut d'Optique Graduate School

September 2017 to February 2020

- 3rd year Ms Sc Engineering, Computer Science, Nanophotonics, VR/AR, Image Processing, Simulation, 3D
- 2nd year Ms. Sc Engineering, Computer Sciences, Optics, Physics, Photonics, Nanophotonic, Image Processing
- 1st year B Sc Engineering, core curriculum (Optics, Electronics, Photonics).

Miscellaneous

- APRIL 2022: MIMM Project (stands for I Computer scientist, I mathematician in french in a femal gendered grammatical form). A week of coding activities with girls between 13 and 15 yo.
- JUNE 2022: VIVATECHnology exhibition (Europe's biggest Startup and Tech event). Augmented Reality animation about my Phd work on the laboratory booth.
- SEPT 2022: Summer School on Science Communication in VIU (Venice International's University).
- SEPT 2022: COP27 Project. Presented visualization in AR applied to eco-feedback to High School Students.
- OCT 2022: Village des Sciences (CAP Sciences). Mediation booth about AR.
- NOV 2022: French Tech Day. 15 min talk about AR.
- 2011-2012/2017-2018 Undergraduate mentoring for secondary school pupils with disadvantaged minority youth, Zup de Co Association).
- 2019: Community Manager at Opto Services (Institut d'Optique's consulting Junior-Entreprise, which is runned by students and functions like a consulting cabinet).
- 2019: Member of the Sport Student Council and Board of Humanitarian activities at Institut d'Optique.

Publications

- Assor, A., Prouzeau, A., Dragicevic, P., & Hachet, M. (2024). *Augmented reality waste accumulation visualizations*. ACM Journal on Computing and Sustainable Societies, 2(2), 1–29.
<https://doi.org/10.1145/3636970>
- Assor, A., Prouzeau, A., Hachet, M., & Dragicevic, P. (2023). *Handling Non-Visible Referents in Situated Visualizations*. IEEE Transactions on Visualization and Computer Graphics, 30(1), 1336–1346.
<https://doi.org/10.1109/TVCG.2023.3327361>
- Jansen, Y., Assor, A., Dragicevic, P., Ferron, A., Prouzeau, A., Hachet, M., Le Gallic, T., Ajdukovic, I., Montagner, E., & Spiegelman, E. (2023). *An interdisciplinary approach to designing and evaluating data-driven interactive experiences for sustainable decision-making*. In Workshop on HCI for Climate Change at CHI 2023. <https://doi.org/10.5281/zenodo.7961762>
- Assor, A. (2023). *Immersive situated data representations: Using the physical world as a visualization canvas* (Doctoral dissertation, Université de Bordeaux).