

Patrice Caire

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PROFILE

I am an artist and research scientist in AI and robotics. As an artist, I create interactive street plays, and technology-inspired multimedia, exhibiting work at the Brooklyn Museum, among other venues—more than 50 exhibitions in major galleries and museums in Europe and the USA. As a computer scientist (PhD in Computer Sciences, NYU & University of Luxembourg), I've worked extensively in Silicon Valley, and founded the Social Robotics Lab at the University of Luxembourg. As a writer, I do tech journalism and have authored more than 60 peer-reviewed articles on computer science. As a speaker, I gave more than 80 presentations all over the world. I talk—in plain language—about a range of tech topics, from the prospect of robots inheriting the Earth, to the future of Alexa, the ubiquitous digital assistant. My work has been widely featured in the mainstream media.

EXPERIENCE

ARTIST, WRITER AND CONSULTING SCIENTIST, 2018-PRESENT

Creating, performing and contributing to interactive street plays in Barcelona, Spain. Collaborating with local artists' groups. Publishing series of articles on technology for Gala int. Consulting scientist at Stanford University, Robotics Lab Robotorium project.

ASSOCIATE RESEARCHER, UNIVERSITY OF LUXEMBOURG, CS DPT. 2012-2018

Launched and led the Luxembourg United robot soccer team. Won the challenger Cup at the German Open. Moved the team to the Champions' League by arriving among the first 10 at the RoboCup world competition 2017 in Japan. Created and led the Social Robotics Lab. Initiated and led many projects, s.a.: Pepper Robot, tour guide for the National History Museum; CoRobots, demonstrated the cooperation between humanoids and drones for Luxembourg Modern Art Museum, 6-months Art & Science exhibit; CoPAInS, in collaboration with Luxembourg City, use cases requirements trade-offs for smart homes; Internet of Things privacy and security for POST Telecom Lux.

FNRS RESEARCH FELLOW, UNIVERSITY OF NAMUR, CS DPT. 2010-2012

Mainly worked on software adaptability, requirements engineering and Visual Notation. Taught courses and led experimental studies, with over 100 participants, on visual notation for early requirements engineering. I published the results in a co-authored article winner of the IEEE 2011 Best Research Paper Award.

SCIENTIFIC RESEARCHER, LUXEMBOURG UNIVERSITY, CS DPT. 2005-2010

Lecturer for AI courses and data mining courses. Graduate studies and research in the Individual and Collective Reasoning group, mainly on normative multiagent systems.

AOL EUROPE SERVICES, LUXEMBOURG: 2003-2005

Managed pan-European design projects across France, Germany, the UK and the US. Researched and developed projects aimed at improving the quality of design. Insured that all design innovations, standards, usability and best practices could be shared and implemented. Organized and led AOL US-EU design summits.

NETSCAPE/AOL-TIME WARNER, MOUNTAIN VIEW, CALIFORNIA 2001-2003

Led interaction design for the Netscape Browser 7.2. Designed user experience for AOL products and services (e.g. Search, Music Download, etc.).

SCIENT CORPORATION, SAN FRANCISCO 1999-2001

Lead Information Architect and UX. Clients included: Wells Fargo Bank, Epoch Partners Financial Services, Accurian Medical Company and the law firm Brobeck & Associates.

MEDIA LAB, NEW YORK UNIVERSITY, CS DPT. 1995-2000

Graduate studies in computer sciences and Multimedia. Lecturer wrt. virtual environments and Human Computer Interaction.

STANFORD RESEARCH INSTITUTE (SRI), VR LAB, CALIFORNIA 1994-1995

Initiated and lead the conception, design and implementation of a fully immersive virtual reality installation "CyberHead Am I Really Existing?", combining MRI medical imaging, stereoscopic visualization, 3-D sound and 3-D model reconstruction. This installation was shown to the public at the downtown Yerba Buena Museum for 2 months, and was widely featured in the press and TV channels s.a. CBS and ABC News.

OGILVY AND MATHER, FRANKFURT, GERMANY 1992-1994

Art Director in Jean-Remy von Matt group for a number of high-profile clients.

ARTIST 1980-1995

Exhibited my work in New York City, Vienna and Frankfurt galleries, and in California museums. Beginning participant of the cartoon magazine RAW, founded by Françoise Mouly and Art Spiegelman.

EDUCATION

UNIVERSITY OF LUXEMBOURG — PHD COMPUTER SCIENCE, AI

NEW YORK UNIVERSITY — MS COMPUTER SCIENCE

ANGEWANDTE KUNST AKADEMIE, VIENNA — AVANT-GARDE & PERFORMANCE SP.

ENSAAMA, PARIS — MS ART

SKILLS

Art, Multi-media installation, Ethical AI, Social Robotics, Multi-modal UX, Human Robot Interaction, Cooperative and Normative Multi-agents Systems, Research

AWARDS

RoboCup Challengers Cup, 2017

Lux Innovation, 1st Prize, 2016

Fond National de la Recherche Award, FNR Luxembourg, 2015

Women In Science and Engineering (WISE) Award, 2016

Best Research Paper Award, IEEE Int. Requirements Engineering Conference, 2013

Best Research Paper Award, Agreement Technologies Conference, 2012

New York University, Computer Science Dpt. Research Grants, 1995-1999

AFAA, Coproduction Grant, French Foreign Ministry, 1993

DRAC Nord-Pas-de-Calais, Film and Audiovisual Coproduction Grant, 1992

CRAAV Nord-Pas-de-Calais, EU Film and Audiovisual Grant, 1992

ARTS INTERNATIONAL Grant, 1992

Adolph and Esther Gottlieb Foundation Grant, 1991

Sculpture Space Residency, Utica NY, 1991

Pollock-Krasner Foundation Grant, 1990

CERF Arts Grant, National Endowment for the Arts (NEA) 1989

Organization of Independent Artists grant, 1987

Artists Space Fund Grant, 1984

Community Arts Partnership (CAPS), NYC Grant, 1983

American Academy and Institute of Arts and Letters Grant Award, 1980