

Téo Sanchez

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Academic interests


Interactive Machine Learning	How to design systems that improves people's agency on machine learning models?
Human-centered AI	Understanding human-AI interaction as a phenomenon and a language: How humans behave and reason when interacting with AI systems? How to design meaningful interactions between humans and AI systems?
Collective and collaborative work with IA	What are emergent and collective practices around AI? How to design AI systems that support and foster these practices?

Education

jun.2022	Ph.D. in Computer Science Université Paris Saclay and Inria, France <i>Interactive Machine Teaching for and with novices</i> successfully defended on jun.2022
aug.2018	MSc, Acoustic, Signal Processing, Computer Science, applied to Music Sorbonne Université, Telecom ParisTech and IRCAM Centre Pompidou
aug.2018	ENS diploma - Major Computer Science, Minor chemistry École Normale Supérieure de Paris
aug.2014	BSc, Chemistry Sorbonne Université, Paris, France.

Publications

Peer-reviewed conference proceedings

2023	Examining the Text-to-Image Community of Practice: Why and How do People Prompt Generative AIs? Conditionally accepted to the 15th ACM Conference on Creativity and Cognition, 19-21 of June 2023
2022	Deep Learning Uncertainty in Machine Teaching Téo Sanchez , Baptiste Caramiaux, Pierre Thiel, and Wendy Mackay IUI 2022-27th Annual Conference on Intelligent User Interfaces  Best paper award
2021	How do People Train a Machine? Strategies and (Mis) Understandings Téo Sanchez , Baptiste Caramiaux, Jules Françoise, Frédéric Bevilacqua, Wendy Mackay CSCW 2021-The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing
2021	Marcelle: Composing Interactive Machine Learning Workflows and Interfaces

Jules Françoise, Baptiste Caramiaux, **Téo Sanchez**
Annual ACM Symposium on User Interface Software and Technology (UIST'21)

Peer-reviewed scientific journals

2020 Machine Learning Approaches For Motor Learning: A Short Review
Baptiste Caramiaux, Jules Françoise, Wanyu Liu, **Téo Sanchez**, Frédéric Bevilacqua
Frontiers in Computer Science

Dissertation

2022 Interactive Machine Teaching with and for novices
Téo Sanchez
Ph.D. dissertation, Université Paris Saclay
🏆 Best dissertation award 2022 from the francophone association of Human-Computer Interaction (AFIHM)

Software

2021 Contributor to the Marcelle toolkit for Composing Interactive Machine Learning Workflows and Interfaces
<https://marcelle.dev/>

Invited talks and conferences

Conference organization

jun.2023 7th edition of the HCI-AI scientific day
AFIHM, AFIA, and Sorbonne Center for AI (SCAI)
Main organizer

Conference participation

apr.2023 IHM 2023 - 34th edition of the international and francophone conference on human-computer interaction
Thesis presentation

mar.2022 IUI 2022-27th Annual Conference on Intelligent User Interfaces
Paper presentation and demo session

oct.2021 CSCW 2021-The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing
Paper presentation

oct. 2021 Annual ACM Symposium on User Interface Software and Technology (UIST'21)
Demo session with co-authors

Summer school

aug.2019 5th edition of the Computational Interaction summer school
Columbia University, New-York

Workshops and roundtable

- jan.2023 Invited talk in the workshop “Machine Teaching for Humans: Rethinking Example-Based Explanations”
Funchal, Portugal
- may.2022 Talk in the colloquium “Human-Computer partnership”
Collège de France, Paris
- nov.2021 Roundtable on “Crossing arts, design and sciences to teach differently”
Centre pompidou, Paris

Supervision

- 2021 Pierre Thiel, Université Gustave Eiffel, Master thesis (6 month)
Co-supervised by Baptiste Caramiaux (30%) and Téo Sanchez (70%)

Award

- 2022 **Best Paper Award** for Deep Learning Uncertainty in Machine Teaching
Téo Sanchez, Baptiste Caramiaux, Pierre Thiel, and Wendy Mackay
IUI 2022-27th Annual Conference on Intelligent User Interfaces
- 2023 **Best dissertation award**
Francophone Association of Human-Computer Interaction (AFIHM)

Teaching

I completed 392 hours of teaching during my Ph.D. (2018-2022) among bachelor and master students.

- Bachelor Sem. 1 **Introduction to computer science and imperative programming**
Foundation of computer science, programming in C++, networks and internet architecture
- Bachelor Sem. 2 **Introduction to modular programming**
Foundation of software engineering, data structures, classes, encapsulation, and testing
- Bachelor Sem. 2 **Multidisciplinary projects in math and computer science**
Project-based learning, basics in Python and SAGE
- Bachelor Sem. 2 **Introduction to Data Science**
Processing chain of a data science problem, concepts of statistics and computer vision
- Bachelor Sem. 4 **Databases**
Theory and applications of databases, relational algebra, normal forms, and SQL
- Bachelor Sem. 6 **Introduction to Statistical Learning**
Theory and application of Machine Learning, Bayesian models, Neural network, NLP etc.
- Master Sem. 2 **Interactive Machine Learning**
Interactive Machine Learning and related fields, project-based learning

Science popularization

- jun.2021 Workshops among high-school students on AI
In collaboration with the TRACES association
Lycée Newton (Clichy) and Lycée Jean-Baptiste Say (Paris)
- mar.2020 Science popularization workshop on neural networks“Confine ta science”
In collaboration with the TRACES association,
Broadcasted on Twitch during the pandemic
- oct.2019 Co-creation workshop on Machine Learning
In collaboration with the TRACES association,
TURFU festival, Caen, France,

Art and Music

- 2021 Cor Epiglottae, in collaboration with Elna Aurand, Alexandre Boiron, Hervé de Saint Blancard, and Junhang Yu.
Interactive installation
Winner prize of the creARTathon, exhibited in Galerie Joseph, Paris
- 2021 Figure Dissidentes, in collaboration with the artist Rita Hajj
Video installation, generation from Arab films archives from the 60s.
Exhibited in “DIVAS arabes”, Institut du Monde Arabe in 2021.
- feb.2018 Pianocktail
Musical installation inspired by Boris Vian
Exhibited during the patronage event of the Cité Internationale Universitaire de Paris.
- apr.2017 Sound design training in Max/MSP
Structure Void, Supervised by the artist and developer Julien Bayle
- apr.2011 Diploma from the conservatory of music of Aubagne, France
Classical piano and music theory

Languages

Natural languages

French	Native
English	Fluent, spoken and written
Spanish	Beginner
German	Beginner

Programming languages

Development	Python, C++
Web	HTML, CSS, JavaScript, Svelte, Node.js, RX.js, Express.js
Machine Learning	Tensorflow, PyTorch, Scikit-learn
Sound processing	PureData, Max/MSP, Faust
Database	SQL, NeDB