

Akari Asai

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PERSONAL PROFILE

Akari Asai is an undergraduate student in the Department of Information and Communication Engineering at the University of Tokyo. Her major background is Computer Science and researching in Natural Language Processing and Computer Vision. Akari Asai is also familiar with open source software and mobile application development.

EDUCATION

Bachelor of Engineering in Electrical Engineering and Information Communication Engineering,
The University of Tokyo

Expected graduation date: March 2019.

Exchange Student in The University of Tokyo - UC Berkeley Programs,
University of California, Berkeley

August 2015 - May 2017.

RESEARCH PROJECT

Uncertainty Estimation in Deep Learning, The University of Tokyo Apr, 2018 - Present
Supervised by Prof. Kiyoharu Aizawa and Prof. Toshihiko Yamasaki.

- Researching in uncertainty estimation in deep learning for Computer Vision, aiming at reducing the effects of observation noises during training.

Question Answering for Any language by Online MT, The University of Tokyo Nov 2017- Present
Supervised by Yoshimasa Tsuruoka.

- Proposed a novel method for Reading Comprehension (RC) style QA system for a language with no available RC training data. **First author on paper (Under Review).**

NLP Applications for Positive Psychology, Recruit Institute of Technology Mar-Apr, 2017
Supervised by Wang-Chiew Tan and Alon Halevy.

- With the goal of building technology that can understand how people express their happy moments in text, crowd-sourced **HappyDB**, a corpus of 100,000 happy moments and apply several state-of-the-art analysis techniques to analyze it. **First author on paper at LREC 2018 (To Appear) [1].**
- Developed **Jo**, a chat bot that helps users record their daily activities, generalizes from them, and helps users create plans that increase your happiness. **First author on paper at WiNLP 2017 [2].**

Designing Classification-based Citizen Science Learning Modules, UC Berkeley Jan-Apr, 2016
Mentored by Doris Jung-Lin Lee, Supervised by Eric Paulos.

- Worked on Crowdclass, a novel framework that integrates the learning of advanced scientific concepts with the crowdsourcing microtask of image classification.

PUBLICATIONS

- [1] **Akari Asai**, Sara Evensen, Behzad Golshan, Alon Halevy, Vivian Li, Andrei Lopatenko, Daniela Stepanov, Yoshihiko Suhara, Wang-Chiew Tan, Yinzhan Xu, "HappyDB: A Corpus of 100,000 Crowdsourced Happy Moments", LREC '18, May 2018. (*Presented*)
- [2] **Akari Asai**, Vivian Li, Daniela Stepanov, Wang-Chiew Tan, "A Data-Driven Approach to Understanding Happiness", WiNLP '17, July 2017.

PROFESSIONAL EXPERIENCE

Part-time Engineer , Studio Ousia March 2018-Present, Tokyo

Working as a part time engineer in Stdio Ousia.

- Developing **Wikipedia2Vec**, which is the tool for learning vector representations of words and entities from Wikipedia articles, programming mainly in Cython and Python.

- Conducted comprehensive study and experiment on the performance of Wikipedia2Vec in intrinsic tasks, such as word analogy or word similarity.

Engineering Intern , Google

Aug-Oct 2017, Tokyo

Interned in Google Chrome Browser Blink (Google Chrome Rendering Engine) team.

- Extended Selection Modifier, the Editing module in Chrome Browser for selection modification corresponding to users' inputs, to make it perform on ShadowDOM v1. [slide] [patches]

Research/Engineering Intern, Recruit Institute of Technology

Mar-Apr, 2017

Interned in JoyBot (Natural Language Processing and Positive Psychology) team.

- Developed a multi-class classifier with a bag of words representation as features, to make the base-line category predictions of happy moments available in our published corpus [HappyDB](#).
- Implemented, experimented and analyzed multiple models such as Logistic Regression, Random Forest and Multilayer Perceptron, programming in Python/C++ with open source NLP/Machine Learning tools such as [scikit-learn](#), [StanfordCoreNLP](#) and [fastText](#).

Engineering Intern, Wantedly, Inc.

Feb-Mar, 2017, Tokyo

Interned in Wantedly People (Machine Learning) team.

- Developed NLP tools to predict actual hiring rate from users' chat logs, acting as the first engineer with NLP experience.
- Conducted intensive experiments and analyze the results to compare the multiple models' performance and robustness, on actual noisy data.
- Developed a single page web application for annotation of chat logs, using Ruby on Rails as an API.

Engineering Intern , Google

Jun-Oct 2016, Tokyo

Interned in iGSA (Google Search iOS application) team.

- Designed the architecture and developed TransitMiniApp, an iOS app which provided Japanese users with instant access to transit results from the home page of the Google Search iOS.
- Programmed in Objective-C, making use of Apple's UIKit framework as well as several Google-specific, internal frameworks.

AWARDS

Women Techmakers Scholarship (Google Anita Borg Scholarship) APEC Region Scholar

2017

Awarded based on the strength of demonstrated leadership and academic background.

1st Place, Information Visualization Lab, instructed by Koji Yatani

2017

1st Place, Artificial Intelligence Lab, instructed by Toshihiko Yamasaki and Yoshimasa Tsuruoka

2017

Finalist, Mercari award and innovator prize, JP Hacks 2017

2017

Finalist, Hitachi award, NEC Award and innovator prize, JP Hacks 2016

2016

3rd Place, Social Entrepreneur Contest, UC Berkeley Challenge Lab (IEOR 185)

2016

1st Place, GEIL, All-Japan policy making contest

2015

PROJECTS

Github Comitter Visualizer , The University of Tokyo

December 2016 - January 2018

- Developed a web application to visualize how the activity level of open source software based on Github repositories commit history and repository stars.
- Collected all data using [Github GraphQL API](#), and visualized the sequential data with [d3.js](#).

Miga , JPHacks 2017

October 2016 - November 2017

- Developed an iOS application connected to an IoT device, designed to help women to go home alone at night, by notifying them of recent crimes nearby, and automatically sending videos and locations to family or friends in emergency situations.

FreshFridge , JPHacks 2016

October 2016 - November 2017

- Developed an iOS application connected to Android display attached to refrigerator, that aims to reduce food waste in Japan.

Central , University of California, Berkeley

January 2016 - May 2016

- Developed a platform that seeks to increase the efficiency of post-disaster responses by seamlessly connecting local unaffiliated volunteers with organizations providing emergency response services.
- Built a single page web application using Ruby on Rails as an API and React.js implemented with Flux pattern.

TEACHING AND LEADERSHIP EXPERIENCE **Todai Girls Hackathon 2017** , The University of Tokyo June 2017 - October 2017, Tokyo

- Organized a hackathon for female students in The University of Tokyo, to improve the gender gap in CS and related majors in The University of Tokyo.
- Gave lectures to about 30 participants from various majors, about Android App Development and Java, also mentored some teams.

Mind The Gap , Google August 2016, September 2017, Tokyo

- Mind The Gap is a project by Google, which gives panel discussions and programming class to junior high school and high school female students to encourage them to major in Computer Science and pursuing career in tech industry.
- Made presentations about my projects and programming activities, and talked as one of the panelists.

COMPETENCES **Languages** Japanese (*native*), English (*Professional Proficiency*, TOEFL 105), Mandarin (*basic*)

Programming Python, C/C++, Matlab, Octave, R, Java, Objective C, Swift, JavaScript, \LaTeX , Lisp, Scheme, Verilog, HTML, CSS, Pascal

Libraries and Services Tensorflow, PyTorch, Chainer, Theano, scikit-learn, pandas, matplotlib, NLTK, StanfordCoreNLP, Amazon Mechanical Turk, Microsoft Azure, Amazon Web Service, Google Cloud Platform