AKIHISA WATANABE

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SUMMARY

I am currently a 3rd-year undergraduate student in Simo-Serra Lab of Waseda University, advised by Prof. Edgar Simo-Serra. My research intereset is in 3D human motion generation, focused on generatin a wide range of movements, from daily activities to complex, sport-specific and specialized movements. My vision is to leverage this technology to devise new techniques for fields such as sports, facilitating new ways of learning and advancing while reducing the risks associated with physical practice.

PUBLICATIONS AND PROJECTS -

Open-Domain Dialogue Quality Evaluation: Deriving Nugget-level Scores from Turn-level Scores Paper

Rikiya Takehi, Akihisa Watanabe, Tetsuya Sakai, ACM SIGIR-AP '23, 2023.

https://arxiv.org/abs/2310.00410

Project (on going) **Tutorial: Reinforcement Learning for Character Animation**

Akihisa Watanabe, 2023.

https://github.com/Akihisa-Watanabe/rl-character-animation-tutorial

Article Reinterpretation of 'Eternal Sunshine of the Spotless Net: Selective Forgetting in Deep Networks'

Akihisa Watanabe, 2023.

https://drive.google.com/file/d/1Gcgvb7YKZ9VOn-tH8Om9gY_rT0JQ1Sve/view

Paper (Japanese) Time's Up for Replay Attacks: Countermeasures Against Replay Attacks Considering the Temporal

Changes of Biometrics

Watanabe.A, Matsumoto.K, Mori.T, Iijima.R, Computer Security Symposium (CSS2023), 2023.

https://drive.google.com/file/d/11Zhm1RihxNjFbcCrCdsb1ga8wGfV0KV0/view,

https://github.com/Akihisa-Watanabe/STUV

sEMG-based Gesture Authentication for Smartwatch Paper (Japanese)

Watanabe.A, Iijima.R, Mori.T, IEICE Technical Committee on Information and Communication System Se-

curity(ICSS2023), 2023.

https://drive.google.com/file/d/15GXWDjpoN2YoShbSvD9irV5tfG9e6QPu/view,

https://github.com/Akihisa-Watanabe/EMGAuth

EDUCATION

4/2021 -Waseda Universiy Tokyo, Japan

Major: Applied Mechanics and Aerospace Engineering.

Minor: Computer Science.

4/2018 - 3/2021 Waseda University Honjo Senior High School Saitama, Japan

EXPERIENCE -

10/2021 - 3/2023 Adacotech Inc.

Tokyo, Japan

Primarily engaged in the implementation of POC projects as an ML Engineer (Anomaly Detection).

Python / OpenCV / Pytorch

SKILLS

Languages: Python, C, Bash, C++, Swift, Matlab,.

Frameworks: PyTorch, Git, Docker, Gym, Isaacgym, Open-CV, scikit-learn, pytorch-metric-learning.

LANGUAGES

English - C1, Japanese - native