

# Watanabe, Akihisa

[Github](#) [LinkedIn](#)

My passion revolves around utilizing physics-based simulations and deep learning to create realistic human movements, ranging from basic to advanced, sports-specific skills. I envision this technology revolutionizing the creative sector, notably 3D computer graphics, while inspiring innovation in sport sciences by transcending physical boundaries.

## Education

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**Waseda University** : April 2021 - Present (3rd Year)

- Major : Applied Mechanics and Aerospace Engineering
- Minor : Computer Science

**Waseda University Honjo Senior High School** : April 2018 - March 2021

## Experience (Internship)

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- Internship as ML Engineer (Anomaly Detection) at [Adacotech Inc.](#) : Oct 2021 - Mar 2023

Programming : Python(primary), C++, Swift

Frameworks : scikit-learn, OpenCV, PyTorch, PyTorch Metric Learning

Languages : Japanese(native), English

## Publications

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- Watanabe.A, "Development of Cyber-Physical Systems in Track and Field", 3rd IPSJ Junior High School and High School Information Science Research Contest, 2021(Poster), <https://sites.google.com/view/83taikaiposter/#h.wlangoyqnb36>
- Watanabe.A, Iijima.R, Mori.T, sEMG-based Gesture Authentication for Smartwatch, IEICE Technical Committee on Information and Communication System Security (ICSS2023), 2023, <https://ken.ieice.org/ken/paper/20230313KCsc/>

※Both publications are available in Japanese only

## Awards

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- 2019 "Relay Master", Super Creator of the Mito Junior program, [https://jr.mitou.org/projects/2019/relay\\_master](https://jr.mitou.org/projects/2019/relay_master)
- Finalist at the 3rd IPSJ Junior High School and High School Information Science Research Contest, <https://sites.google.com/view/83taikaiposter/%E5%8F%97%E8%B3%9E%E8%80%85>

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