

NAOYA MURAMATSU

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1-2 Kasuga, Tsukuba, Ibaraki Pref., Japan

EDUCATION

University of Tsukuba Master of Information Science Department of Library, Information and Media Studies, Graduate School of Library, Information and Media Studies Adviser: Yu Hai-Tao	April 2018 – Present
University of Tsukuba Bachelor of Library and Information Science College of Knowledge and Library Sciences Adviser: Yoichi Ochiai	April 2016 – March 2018
National Institute of Technology, Nagano College Foundation Degree Department of Electrical and Electronic Engineering Adviser: Takashi Miyazaki	April 2011 – March 2016

RESEARCH EXPERIENCE

University of Tsukuba <i>Master Research</i> · Proposed the method of applying spiking neural networks for event-based cameras.	April 2018 – Present
University of Tsukuba <i>Undergraduate Research</i> · Analyzed reviews of EC site to find out points of variation. · Developed Sonoliards optimizing the direction of a parametric speaker with a ray tracing algorithm. · Developed DeepHolo that recognizes 3D objects using a deep neural network and computer-generated holography for convert 3D data to 2D data with depth information. · Developed DeepWear, a method using deep convolutional generative adversarial networks (DCGANs) for clothes design.	April 2016 – March 2018
National Institute of Technology, Nagano College <i>Undergraduate Research</i> · Developed the noise filter that greatly suppresses the influence of radio noise in the indoor position information system using Link Quality Indication (LQI) value of radio waves.	April 2015 – March 2016

TECHNICAL STRENGTHS

Programming Languages	Python(most fluent), C, C++, Verilog, Shell Script, Ruby, JavaScript, SQL
Machine Learning Libraries	Tensorflow, Keras, Chainer, Scikit-learn, PyTorch
Software	Git, Docker, PyBullet, Processing, Autodesk Fusion360
OS	MacOS, Ubuntu, Windows, FreeNAS, CentOS
Hardware	Arduino, Mbed, PhantomX AX Metal Hexapod

PUBLICATIONS

INTERNATIONAL CONFERENCES (REFEREED)

- **Naoya Muramatsu**, Ooi Chun Wei, Takashi Miyazaki. 2017. Development of High Performance Filter for Indoor Positioning System. In *The 5th IIAE International Conference on Intelligent Systems and Image Processing 2017*(ICISIP 2017).
- Natsumi Kato*, Hiroyuki Osone*, Daitetsu Sato, **Naoya Muramatsu**, and Yoichi Ochiai. 2018. Deep-Wear: a Case Study of Collaborative Design between Human and Artificial Intelligence. In *Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction* (TEI ' 18). ACM, New York, NY, USA, 529-536. DOI: <https://doi.org/10.1145/3173225.3173302> (* Joint first authorship.)
- Chun Wei Ooi, **Naoya Muramatsu**, and Yoichi Ochiai. 2018. Eholo glass: Electroholography glass. A lensless approach to holographic augmented reality near-eye display. In *SIGGRAPH Asia 2018 Technical Briefs* (SA ' 18), December 4- 7, 2018, Tokyo, Japan. ACM, New York, NY, USA, 4 pages. DOI: <https://doi.org/10.1145/3283254.3283288>

INTERNATIONAL Posters and Workshops (REFEREED)

- Natsumi Kato, Hiroyuki Osone, Daitetsu Sato, **Naoya Muramatsu**, and Yoichi Ochiai. 2017. Crowd Sourcing Clothes Design Directed by Adversarial Neural Networks. In *NIPS 2017 Workshop* (NIPS ' 17).
- **Naoya Muramatsu**, Kazuki Ohshima, Ryota Kawamura, Ooi Chun Wei, Yuta Sato, and Yoichi Ochiai. 2017. Sonoliards: Rendering Audible Sound Spots by Reflecting the Ultrasound Beams. In *Adjunct Publication of the 30th Annual ACM Symposium on User Interface Software and Technology* (UIST ' 17). ACM, New York, NY, USA, 57-59. DOI: <https://doi.org/10.1145/3131785.3131807>
- **Naoya Muramatsu**, Chun Wei Ooi, Yuta Itoh, and Yoichi Ochiai. 2017. DeepHolo: Recognizing 3D Objects using a Binary-weighted Computer-Generated Hologram. In *SIGGRAPH Asia 2017 Posters* (SA 2017), November 27 - 30, 2017, Bangkok, Thailand. ACM, New York, NY, USA, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145725>
- Mose Sakashita, Yuta Sato, Ayaka Ebisu, Keisuke Kawahara, Satoshi Hashizume, **Naoya Muramatsu**, Yoichi Ochiai. 2017. Haptic Marionette: Wrist Control Technology Combined with Electrical Muscle Stimulation and Hanger Reflex. In *SIGGRAPH Asia 2017 Posters* (SA 2017). ACM, New York, NY, USA, Article 33, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145743>

DOMESTIC CONFERENCES (NOT REFEREED)

- **Naoya Muramatsu**, Tetsuji Satoh, Takayasu Fushimi. 2017. Product Attribute Extraction Method Based on Transition Pattern of Review Point of View. In *Data Engineering and Information Management 2017* (DEIM 2017). (in Japanese)

WORK EXPERIENCE

Fixstars Corporation

August 2014 – September 2014

Software Engineer Intern

- Worked on software optimization for the microcomputer of cars.

Fixstars Corporation

August 2016 – December 2016

Software Engineer Intern

- Worked on development of semantic segmentation system for self-driving cars.

Pixie Dust Technologies, Inc.

August 2017 – April 2019

Software Engineer

- Worked on development of management systems and web applications.

Information-technology Promotion Agency, Japan. Exploratory Software Project (MITOU) June 2018 – March 2019

Creator

- Developed the robot control system, able to walk even if a few legs are broken using hierarchy Q-learning.
- 2,304,000 JPY / nine months.

Landscape Co.,Ltd.

January 2020 – Present

Outside CTO

- Worked on development of some systems with Machine Learning techniques.

AWARDS

2018 MITOU Projects, **Super Creator**

This award were given 16 creators from 27 people adopted from 300+ applications.

2018 University of Tsukuba, **President's Award for Students**

2017 DEIM 2017, **Student Presentation Award.**

2015 RoboCupJunior Soccer 2015 in Hokushinetsu Block, **Prize: 3rd**

LINKS

Digital Nature Group

<https://digitalnature.slis.tsukuba.ac.jp/>

GitHub: DenDen047

<https://github.com/DenDen047>