

NAOYA MURAMATSU

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

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EDUCATION

Cornell University

August 2018 -

Will be a PhD candidate in Information Science

University of Tsukuba

April 2014 - March 2018

Bachelor of Science in Media Sciences and Engineering

College of Media Arts, Science and Technology

RESEARCH EXPERIENCE

National Institute of Technology, Nagano College

April 2015 - March 2016

Undergraduate Research

- **TODO:** IoT機器を使った屋内位置情報に関する研究をしていた

University of Tsukuba

April 2016 - March 2018

Undergraduate Research

- **TODO:** ECサイトのレビュー解析
- **TODO:** Sonoliards
- **TODO:** DeepHolo
- **TODO:** DeepWear

University of Tsukuba

April 2018 - March 2019

Master Research

- **TODO:** ロボットの話

TECHNICAL STRENGTHS

Programming

Python, C Language, C++, Ruby, LaTeX, JavaScript, SQL

Software

Docker, Autodesk Fusion360, Processing,
mbed

Hardware

Arduino, mbed, PhantomX AX Metal Hexapod

PUBLICATIONS

Naoya Muramatsu, Tetsuji Satoh, Takayasu Fushimi. 2017. **TODO: Product Attribute Extraction Method Based on Transition Pattern of Review Point of View**. In *Data Engineering and Information Management 2017* (DEIM '17).

Naoya Muramatsu, Ooi Chun Wei, Takashi Miyazaki. 2017. Development of High Performance Filter for Indoor Positioning System. In *ICISIP 2017 Oral*.

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 '17), November 27 - 30, 2017, Bangkok, Thailand. ACM, New York, NY, USA, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145725> (to appear)

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>

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>

Natsumi Kato, Hiroyuki Ozone, Daitetsu Sato, **Naoya Muramatsu**, and Yoichi Ochiai. 2017. Crowd Sourcing Clothes Design Directed by Adversarial Neural Networks. In *NIPS 2017 Workshop (NIPS ' 17)*.

Natsumi Kato*, Hiroyuki Ozone*, 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.)

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 '17)*. ACM, New York, NY, USA, Article 33, 2 pages. DOI: <https://doi.org/10.1145/3145690.3145743>

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 - Present
Software Engineer

- Worked on development of management systems and web applications.

Information-technology Promotion Agency, Japan. Exploratory Software Project (MI-TOU) June 2018 - March 2019
Creator

- **TODO:** 怪我しても歩けるロボットの開発

AWARDS AND HONORS

2018 University of Tsukuba, **President's Award for Students**
2017 DEIM 2017, **Student Presentation Award.**