Genki Kinoshita

 ♥ Kyoto, JAPAN
 ☑ gkinoshita@vision.ist.i.kyoto-u.ac.jp
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 ♥ Genki Kinoshita

RESEARCH INTEREST

I am interested in computer vision and machine learning for 3D vision, in particular, scene reconstruction, self-supervised/unsupervised learning, and human understanding in 3D, such as human motion prediction.

Education / AFFILIATION

Kyoto University

Ph.D. candidate in Informatics

Apr 2024 - Mar 2027 (expected)

o Advisor: Prof. Ko Nishino

M.S. in Informatics

Apr 2022 - Mar 2024

o Advisor: Prof. Ko Nishino

Thesis: Camera Height Doesn't Change: Unsupervised Monocular Scale-Aware Road-Scene Depth Estimation

B.E. in Engineering

Apr 2018 - Mar 2022

o Advisor: Prof. Masahiro Hasuo and Dr. Keisuke Fujii

• Thesis: Modeling the Frequency Distribution of Line Strengths from Multielectron Atoms Based on the Fermi Gas Approximation.

PUBLICATIONS

Conference Proceedings

1. <u>G. Kinoshita</u>, K. Nishino. Camera Height Doesn't Change: Unsupervised Training for Metric Monocular Road-Scene Depth Estimation. In *Proceedings of the European Conference on Computer Vision (ECCV)*, 2024

EXPERIENCE

Kyoto University
Research Fellow

Kyoto, Japan
Apr 2024 - Present

Subject: Human motion understanding in 3D

Advisor: Prof. Ko Nishino

Kyoto University Kyoto, Japan

Research Assistant Mar 2023 - Mar 2024

Subject: Unsupervised monocular metric depth estimation

Advisor: Prof. Ko Nishino

Sony Semiconductor Solutions Tokyo, Japan

Research Internship Feb 2023 - Feb 2023

Subject: Active learning for semantic segmentation

Yahoo Japan Tokyo, Japan

Research Internship Aug 2022 - Sep 2022

Subject: Deep learning based auto tuning of DBMS

Nintendo Kyoto, Japan

Software Engineer Internship Aug 2020 - Mar 2022

Subject: Web app development with group members

HACARUS Kyoto, Japan

Data Scientist Aug 2022 - Sep 2022

Subject: Data analysis and machine learning

SCHOLARSHIP

DoGS SPRING Program

JASSO Scholarship for Excellent Master Students

Apr 2024 - Mar 2027 (expected) Apr 2022 - Mar 2024

SKILLS

Programming Python, TypeScript/JavaScript, Java, C/C++, Go, HTML, CSS

Libraries: PyTorch, OpenCV, Keras, Spring Boot, Angular

Language: Japanese (native), English