Jotaro Shigeyama

Curriculum Vitae

Education

2018–current **PhD candidate at HCI group in Hasso Plattner Institute**,
The University of Potsdam, Germany, *with Prof. Patrick Baudisch*.

2018–current **Master's student in University of Potsdam**,
The University of Potsdam, Germany.

2017–current **Master's student in Cyber Interface Lab**,
The University of Tokyo, Japan, *with Prof. Michitaka Hirose*.

2014–2017 **B.Sc in Mechano-Informatics**,
The University of Tokyo, Japan, *with Prof. Michitaka Hirose*.

2009–2014 **A.Sc in Mechanical and Electrical Engineering**,
Tokuyama College of Technology, Japan, *with Prof. Kurt Fischer*,
The Top on the list.

Experience

Research

2017 Summer **HCI Group, Hasso Plattner Institute**, *Potsdam*, Germany.
Developed dynamic continuous haptic interaction method for blind users.
Detailed achievements:
- Hacked haptic system from firmware to software
- Conducted user study to evaluate the system
- Submitted paper conditionally accepted in ACM UIST 2018(Top-tier UI conference)

Work

2016 Summer **teamLab**, *AI Software Engineer*, Tokyo, Japan.
Worked with DNN face recognition system in the largest Japanese media art company.

2016 Summer **nana music.inc**, *iOS Software Engineer*, Tokyo, Japan.
Improved and developed UI of music SNS app.

2016 Winter **Object of Null.inc**, *Hardware Engineer*, Tokyo, Japan.
Developed CNC Agricultual robot.

2014 to 2016 **AgIC.inc**, *Hardware Engineer*, Tokyo, Japan.
Developed applications for silver-nano conductive ink technology.

Awards and Honors

2014 **HATAKEYAMA Award**, *The highest honor in Mechanical Engineering Students*, Japan Society of Mechanical Engineering, Japan.

Computer skills

Basic iOS, Obj-C, Lisp, CTF(Network Security)

Intermediate WEB Frontend(HTML, CSS), Data Science, Statistics, Algorithms, Adobe Illustrator / Photoshop / Premiere

Advanced C, C++, CSharp, javascript, python

Hardware skills

Intermediate PCB Design, Milling machinery

Advanced CAD, Embedded system, Prototyping (Laser-cut, 3D Print)

Languages

Japanese **Mothertongue**

English **Fluent** *CEFR C1*

German **Intermediate** *around CEFR B1*

Interests Hobbies

- Classic Piano
- Inline skating
- (*tons of*) Computer gaming
- Traveling

Publications

Papers / Journals (Peer Reviewed)

2018 **Full Paper**, *one conditionally accepted paper for, UIST 2018, Berlin, TO APPEAR*.

2017 **Journal Paper**, ***Jotaro Shigeyama***, *Nami Ogawa, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Presenting resistive force by modifying joint angles of an avatar, VRSJ Jounal Special Issue, Vol.22, No.3, 2017*.

Posters / Demos (Peer Reviewed)

2018 **Demo**, ***Jotaro Shigeyama***, *Takeru Hashimoto, Shigeo Yoshida, Taiju Aoki, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Transcalibur : Weight Moving VR Controller for Dynamic Rendering of 2D Shape using Haptic Shape Illusion, SIGGRAPH 2018 Emerging Technologies, TO APPEAR*.

2018 **Poster**, ***Jotaro Shigeyama***, *Takeru Hashimoto, Shigeo Yoshida, Taiju Aoki, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Transcalibur : Dynamic 2D Haptic Shape Illusion of Virtual Object by Weight Moving VR Controller, SIGGRAPH 2018 Posters, TO APPEAR*.

2018 **Poster**, *Yuji Suzuki,* ***Jotaro Shigeyama***, *Shigeo Yoshida, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Food Texture Manipulation by Face Deformation, SIGGRAPH 2018 Posters, TO APPEAR*.

2017 **Demo**, *Nami Ogawa, **Jotaro Shigeyama**, Takuji Narumi and Michitaka Hirose: Swinging 3D Lamps: A Projection Technique to Create 3D Illusions on a Static 2D Image,, SIGGRAPH Asia 2017 Emerging Technologies*.

2017 **Demo**, ***Jotaro Shigeyama**, Nami Ogawa, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Presenting a pseudo-haptic feedback in immersive VR environment by modifying avatar's joint angle, IEEE WorldHaptics 2017, Munich, Germany*.

Talks

2018 **Presentation**, ***Jotaro Shigeyama**, Takeru Hashimoto, Shigeo Yoshida, Taiju Aoki, Takuji Narumi, Tomohiro Tanikawa and Michitaka Hirose: Transcalibur : Weight Moving VR Controller for Dynamic Rendering of 2D Shape using Haptic Shape Illusion, SIGGRAPH 2018 Experience Presentation, TO APPEAR*.