

Kento Katsumata

Setagaya-ku, Tokyo
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EDUCATION

Keio University, Kanagawa, Japan

Bachelor of Arts in Environment and Information Studies, expected September 2020

Coursework: Heuristic Computing, Object Oriented Programming, Statistics Database, Ubiquitous System Architecture, Data Acquisition, Database Architecture, Emergence of Data Driven Society and Strategy by Yahoo!, Design Research, Design Programming, Information Law, Beyond Blockchain

COMPUTER SKILLS

Software: Unity, Final Cut Pro X, Logic Pro X, Ableton, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, MS Excel, MS PowerPoint, MS Word, Keynote

Programming Languages: Python (proficient), Swift (proficient), C# (proficient), HTML/CSS/JavaScript

EXPERIENCE

Developmental and Instructional

Life is Tech, Inc, Tokyo, Japan

Programming Mentor, May 2017-Present

- Teach iOS, Unity, Web Design, Video Editing, and Digital Music to middle and high school students
- Motivate students to develop creative and innovative thinking skills through coding
- Empower and enhance students' self esteem through team building activities
- Supervised 25 students at Global IT Summer Camp 2018 held at University of Oxford and assisted startup entrepreneurship workshop
- Mentored at following special joint workshops:
 - English IT Camp @salesforce.com, May 2019
 - Adobe Education Forum 2018, July 2018
 - Code Girls@Microsoft, May 2018
 - Programming Camp with Yahoo!, April 2018
 - PricewaterhouseCoopers Aarata-BizReach at Minami Soma, March 2018
 - NHK-Qosmo "Deep Learning", February 2018

Life is Tech USA, Inc, Los Angeles, United States of America

Launching Team Member, June 2019-Present

- Product development and the launching of an online coding tutorial "Disney Codeillusion" (<https://codeillusion.io>) in USA

Leadership

Keio University, SFC Open Research Forum 2018

Jin Nakazawa/Jun Murai Lab, Computing for Human Well-being Research Group

Project Leader, August 2018 - Present

- Spearheaded a group of 9 members to build "KomaFlens", a mobile system and application designed for HoloLens, which aims to motivate healthy eating habits
- Developed and implemented application for KomaFlens

Keio University, SFC Open Campus 2017

Chief Design Director, December 2016-June 2017

- Coordinated Open Campus with 25 members and operated model lectures, campus tours, public talks, and information sessions
- Directed the design team of 10 peers and created brochures and posters

AWARDS

First Place, Smart Sustainable Mobility Hackathon 2019 by ZENRIN

First place, High School Business Idea Competition 2015

Finalist (out of 1300) and awarded "Hikari TV Award, Teens Apps Award 2015"

SKILLS

Languages: English (native), Japanese (native)

PUBLICATION

K.Katsumata, Y.Noda, N.Isokawa, S.Katayama, T.Okoshi and J.Nakazawa, “SleepThermo: The affect of in-cloth monitored body temperature change during sleep on human well-being.” in Proceedings of The 2019 ACM International Joint Conference on Pervasive and Ubiquitous Computing Adjunct Publication – UbiComp ’19 United Kingdom, Longdon Adjunct, 2019, pp. 1602–1607

K.Katsumata, Y.Eigen, Y.Noda, M.Tsuruoka, S.Hashiba, S.Numoto, S.Katayama, T.Okoshi, and J.Nakazawa, “Motivating Long-term Dietary Habit Modification through Mobile MR Gamification" In Proceedings of the 17th Annual International Conference on Mobile Systems, Applications, and Services (MobiSys '19 South Korea, Seoul). ACM, New York, NY, USA, 671-672.