# Kento Katsumata

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#### **EDUCATION**

Keio University, Kanagawa, Japan

Bachelor of Arts in Environment and Information Studies, September 2020

Lab: Jin Nakazawa / Jun Murai Joint Lab (Ubiquitous Computing / Well-being Computing )

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

# Graduate School of Media and Governance, Keio University, Kanagawa, Japan

Master of Media and Governance, expected September 2022

Lab: Jin Nakazawa / Jun Murai Joint Lab (Ubiquitous Computing / Well-being Computing )

# **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, Swift, Ruby, Go, Unity C#, JavaScript, Dart

### **EXPERIENCE**

Developmental and Instructional

Life is Tech, Inc, Tokyo, Japan

Global Camp Team Director, Ghana Team Assistant, 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:
  - SONY ENTERTAINMENT CAMP, March 2020
  - Programming Camp with Yahoo!, April 2018
  - Adobe Education Forum 2018, July 2018
  - Code Girls@Microsoft, May 2018

- English IT Camp @salesforce.com, May 2019
- PricewaterhouseCoopers Aarata-BizReach at Minami Soma, March 2018
- NHK-Qosmo "Deep Learning", February 2018

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

Launching Team Member, Senior Instructor, Project Service Team Leader, June 2019-Present

- Service team leader of a new business project. Reporting to Creative Manager/CEO
- Product development and the launching of an online coding tutorial "Disney Codeillusion" (<a href="https://codeillusion.io">https://codeillusion</a>. (<a href="https://codeillusion.io">https://codeillusion</a>. (<a href="https://codeillusion.io">https://codeillusion</a>.

Yahoo! Japan Corporation, Tokyo, Japan

Engineer, September 2020-October 2020

• Involved in implementing a new feature to the Yahoo! Japan app

#### 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**

Award of Excellence, SPAJAM Hackathon 2020 Qualification Round 3

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.