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www.takeruh.work

TAKERU **HASHIMOTO**

Education

2020–present **PhD student**
The University of Tokyo, Japan, with Prof.Takuji Narumi

2018–2020 **Master in Information science and technology**
The University of Tokyo, Japan, with Prof.Michitaka Hirose

2014–2018 **B.Sc in Mechano-informatics**
The University of Tokyo, Japan, with Prof.Michitaka Hirose

Work Experiences

2019–present **Prototype Design Engineer, Mplusplus.Co.Ltd.**
Prototyping of glowing props for live performance

2018 winter **VR Engineer Intern, GREE, Inc.**
Developing the VR app that lets you experience moon skiing and the AR app to learn how to check server

2018 summer **Android App Engineer, Sony Music Communications Inc.**
Developing the AR app that enables you to take photos with anime characters where they have been set

Awards

May 2019 **Honorable Mentions Award**, CHI2019

Mar 2020 **Young Researcher's Award**, the Virtual Reality Society of Japan

Software Skills

Basic SmartPhone app (Swift, Android Java)

Intermidiate Web Frontend(HTML, CSS), Statistics, Data science, Adobe Illustator / Photoshop / Premiere / After Effects

Advanced Unity3D, C++, C#, python

Hardware Skills

Basic PCB design, Machining, Sheet metal working

Advanced CAD, Prototyping (Laser-cut, 3D print, CNC)

Langiages

Japanese Mothertongue

English Intermediate

Publications

Jornals / Papers (Peer Reviewed)

2019 **Full Paper**, Jotaro Shigeyama*, **Takeru Hashimoto***, Shigeo Yoshida, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose . Transcalibur: A Weight Shifting Virtual Reality Controller for 2D Shape Rendering based on Computational Perception Model. CHI Conference on Human Factors in Computing Systems Proceedings. ***The first two authors contributed equally to this work.**

2018 **Jornal Paper**,**Takeru Hashimoto**, Takuji Narumi, Ryohei Nagao, Tomohiro Tanikawa, Michitaka Hirose. Content-aware Browsing by Pseudo-haptic Feedback on Touch Screens, Transactions of the Virtual Reality Society of Japan, 2018, Volume 23, Issue 3, Pages 139-148

2018 **Full Paper**, **Takeru Hashimoto**, Takuji Narumi, Ryohei Nagao, Tomohiro Tanikawa, Michitaka Hirose . Effect of Pseudo-Haptic Feedback on Touchscreens on Visual Memory During Image Browsing, Eurohaptics 2018.

Posters / Demos (Peer Reviewed)

2019 **Demo**, Yuhu Liu, **Takeru Hashimoto**, Shigeo Yoshida, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose . ShapeSense: a 2D shape rendering VR device with moving surfaces that controls mass properties and air resistance. ACM SIGGRAPH 2019 Emerging Technologies.

2019 **Demo**, Jotaro Shigeyama, **Takeru Hashimoto**, Shigeo Yoshida, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose. Demonstration of Transcalibur: A VR Controller that Presents Various Shapes of Handheld Objects. Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems.

2019 **Poster**, Jotaro Shigeyama, **Takeru Hashimoto**, Shigeo Yoshida, Taiju Aoki, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose. 2018. Transcalibur: dynamic 2D haptic shape illusion of virtual object by weight moving VR controller. ACM SIGGRAPH 2018 Posters .

2018 **Demo**, Jotaro Shigeyama, **Takeru Hashimoto**, Shigeo Yoshida, Taiju Aoki, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose . Transcalibur: weight moving VR controller for dynamic rendering of 2D shape using haptic shape illusion. ACM SIGGRAPH 2018 Emerging Technologies.

2017 **Demo**, Keigo Matsumoto, **Takeru Hashimoto**, Junya Mizutani, Hibiki Yonahara, Ryohei Nagao, Takuji Narumi, Tomohiro Tanikawa, and Michitaka Hirose. 2017. Magic table: deformable props using visuo haptic redirection. SIGGRAPH Asia 2017 Emerging Technologies.