

Education

The University of Tokyo (Apr 2014 - present) Ph.D. Candidate, HCI, Computer Science (SV: Prof. Jun Rekimoto)

The University of Tokyo (Apr 2012 - Mar 2014) Master of Arts and Sciences, HCI, Computer Science (SV: Prof. Jun Rekimoto)

Aoyama Gakuin University (Apr 2008 - Mar 2012) Bachelor of Engineering, NLP, Computer Science (SV: Prof. Minoru Harada)

Work Experience

Interaction Designer Self-employed (Mar 2016 - Present)

- Built algorithm and software to generate creative recipes based on a recipe database (Python, word2vec. 1 year, 3 members).
- Designed and built browser-based gaming software through video chat (JavaScript, WebRTC, HTML5. 2 year, 2 members).
- Designed and built a VR system to visualize verbal information (Python, Unity. 2 months, 3 members).

Sony Computer Science Laboratories, Research Assistant (Sept 2015 - Mar 2016)

- Built a telepresence system that provides real time 3D spatial information from one room to another (C++, UDP, OpenGL. Half year, 4 members).
- Developed a survey technique to discover potential tradeoffs on telepresence (Half year, Alone).

Takram Software Engineer / Designer (Apr 2014 - Mar 2015)

- UI/UX design for a concept car (HTML5, SASS, Backbone.js. Half year, 2 members).
- Launched visualization system for Japanese economics (C++, WebView on Cinder. 1 year, 4 members).

MITOH Chief Developer (Aug 2012 - Feb 2013)

- Designed hardware and software to provide on-the-fly seasoning while eating (micropump, microcontroller, Java. 1 year, alone).
- User study of perceptual effects of the devise

ERATO Igarashi Design User Interface Project, Research Assistant (Jun 2010 - Mar 2013)

- Built a table top remote controller for digital appliances such as TVs, DVD and lights (C#, 1 year, 2 members).

Publications (Peer-reviewed International Conference)

1. Yui Kita and Jun Rekimoto. 2018. V8 Storming: How Far Should Two Ideas Be?. In AH.
2. Yui Kita and Jun Rekimoto. 2017. Prediction of importance of gures in scholarly papers. 2017 Twelfth International Conference on Digital Information Management (ICDIM) (2017), 46–53.
3. Yui Kita and Jun Rekimoto. 2014. Digitally enhanced utensils: Designing dynamic gustation. In International Conference on Distributed, Ambient, and Pervasive Interactions. Springer, 48–57.
4. Yui Kita and Jun Rekimoto. 2013. Thermal visualization on cooking. 2013 23rd International Conference on Artificial Reality and Telexistence (ICAT) (2013), 92–96.
5. Yui Kita and Jun Rekimoto. 2013. Spot-Light: Multimodal Projection Mapping on Food. In HCI.

Awards and Grant

Red Dot Award (2016), User Interface Design (for Takram internship project)

Good Design Gold Award (2015). -The biggest design competition in Japan (13/3658 products)

Outstanding Graduation Thesis, Aoyama Gakuin University (Mar 2012)

IPA MITOH (Aug 2012) -Research grant (20/90 products)

1st, U.S. Intern of Recruit Holdings, Inc. (Sept 2014).

TRUFFLE CAPITAL AWARD & CCHANNEL AWARD (Aug 2015) -Competition for developers and tech startups. Double awarded. (3/50 products).

Exhibitions and Invited Talks

Kyoto Rondokreanto (2016). Exhibition of creative tools. over 500 audiences.

Sony, STEF (2015). Internal exhibition, over 200 audiences.

National Museum of Emerging Science and Innovation (2011), CRISTAL (Table Interface for Home Devices). Over 500 audiences.

Recruit Holdings, Inc (2015), Chefs' Hippocampus (Creating new recipes with computer). Over 50 software engineers and students.

LINE (2013), Programmable Food. Over 50 software engineers and researchers.

Microsoft (2014), Wet Materials. Over 50 software engineers and researchers.

Skills

Language: Japanese, English

Skill: Python, Linux, Machine Learning