

Shutaro Aoyama

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LinkedIn: /blu3mo || Website: Egleston Scholar Profile

I aspire to rethink and rebuild the interaction between humans and reality.

Education

Columbia University, School of Engineering and Applied Science **New York City, NY**

Major: Computer Science, Minor: Philosophy 2022–2026

- Egleston Scholar: Chosen for Columbia Engineering's most prestigious undergraduate distinction, awarded to the top 1% of all students for extraordinary achievements as an engineering student, researcher, and leader.
- Relevant Courses: Data Structures in Java, Multivariable Calculus

The University of Tokyo, Faculty of Engineering **Tokyo, Japan**

Intended Track: Mathematical Engineering and Information Physics 2022–2022

- UT-Virtual: Discussed research of VR and perception at the largest student community of VR in Japan.
- Baji Seminar: Wrote a paper and discussed the ethics of artificial "reality" at the distinguished colloquium.

Gunma Kokusai Academy **Gunma, Japan**

Unweighted GPA: 4.8 | SAT: 1530 | TOEFL: 106 2010–2022

- Relevant Courses: IB Physics HL (7/7), IB Mathematics Analysis and Approaches (7/7), IB Chemistry HL (7/7)
- Extracurricular: Digital Committee - Founder & Project Leader, Robot Club - Founder & Lead Programmer

Experience

Research Intern - Lui Yoshida Lab, The University of Tokyo June 2022–Aug 2022

- Interned at the lab specializing in educational technology and system development.
- Led the voice communication software development to realize the educational application of virtual time.

Full Stack Engineer Intern - Helpfeel Inc. Mar 2022–Apr 2022

- Joined the development of scrapbox.io as a front-end (React) and back-end (Express.js, MongoDB) engineer.

"Kineto" Project Leader - MITOU Incubator Program June 2020–Mar 2021

- Granted \$13,000 in government funding to conduct an independent one-year software development project.
- Selected by distinguished Computer Science professors in Japan, and supervised by Prof. Inami, from UTokyo.
- Led the development of an online lecture platform that achieves the benefits of real-time and on-demand classes.

Expert on Information Science Program, National Institute of Informatics Apr 2020–Mar 2021

- Learned graduate-level Computer Science through lectures on CS Theory, ML, CV, NLP, HCI, and Robotics.
- Worked on research (lecture video saliency analysis using Computer Vision) supervised by Dr. Kataoka, AIST.
- Chosen for a Student Excellence Award for exceptional accomplishments during the program.

Skills

Technical: Swift, Kotlin, Java, Typescript, C++, Rust, Ruby, Unity, React, OpenCV, TensorFlow, MySQL, Firebase, GCP (Compute Engine), Docker, Git, MongoDB

Knowledge: Software Architecture, Data Structures, Algorithms, Database, UI Design, ML, Computer Vision, NLP

Languages: Japanese (Native), English (Bilingual Proficiency), Mandarin (Elementary)

Interests: Phenomenology, Meta-ethics, Philosophy of Mind, Science Fiction, Travelling, Street Photography

Publications

Aoyama, Shutaro, and Kei Asano. "Shadow Play Using Ultrasound Levitated Props." The Adjunct Publication of the 35th Annual ACM Symposium on User Interface Software and Technology, 2022.

Awards and Scholarships

Yanai Tadashi Foundation Scholar - \$380,000 tuition and research expenses support for 4 years 2022–2026

Masason Foundation Scholar - Unlimited tuition and research expenses support for 5 years. 2017–2022

Student Research Excellence Award, The 83rd National Convention of IPSJ 2021

Grand Prize, Civictech Challenge Cup U-22 - \$4,000 prize; Largest civic-tech hackathon in Japan 2021

Minister of Education and Science Award, U-22 Programming Contest 2016