## Kenji Tojo

Tokyo, Japan, knjtojo@g.ecc.u-tokyo.ac.jp

LINKS	<u>Personal website</u>	
EDUCATION		
Apr 2021 — Present	Master of Creative Informatics, The University of Tokyo	Tokyo, Japan
	Adviser: Nobuyuki Umetani	
Apr 2017 — Mar 2021	Bachelor of Information Science, The University of Tokyo	Tokyo, Japan
	Bachelor's thesis adviser: Takeo Igarashi	
EXPERIENCES		
Feb 2021 — Mar 2021	Research Assistant - The University of Tokyo	Tokyo, Japan
	Adviser: Takeo Igarashi. I developed a 3D modeling interface and visualization methods for aerodynamics simulator.	r an interactive
PUBLICATIONS	Peer-Reviewed Conference & Journal Papers	
	<ol> <li>Kenji Tojo and Nobuyuki Umetani. Recolorable Posterization of Volumetric Radiance Fields Using Visibility-Weighted Palette Extraction. Computer Graphics Forum 41, 4 (July 2022), 149-160. Presented at Eurographics Symposium on Rendering 2022.</li> <li>Kenji Tojo, Yifei Chen, and Nobuyuki Umetani. Neural Motion Compression with Frequency-adaptive Fourier Feature Network. Eurographics 2022 - Short Papers.</li> </ol>	
AWARDS		
Apr 2023 — Mar 2026	Japan Society for the Promotion of Science (JSPS) Research Fellow (DC1)	
TALKS	Conference Presentations	
	<ul> <li>Recolorable Posterization of Volumetric Radiance Fields Using Visibility-Weighted Palette Extraction.</li> <li>Eurographics Symposium on Rendering 2022 (July 6th, 2022)</li> <li>20 min. (including Q&amp;A)</li> <li>Neural Motion Compression with Frequency-adaptive Fourier Feature Network.</li> <li>Eurographics 2022 (April 27th, 2022)</li> <li>15 min.</li> </ul>	
	Invited Talks (in Japan)	
	<ul> <li>Recolorable Posterization of Volumetric Radiance Fields Using Visibility-Weighted Palette Extraction.</li> <li>VC/VCC (October 7th, 2022)</li> <li>12 min. (including Q&amp;A)</li> </ul>	
COURSEWORK	Math: Calculus, Linear Algebra, Differentiable Equations, Statistics, Optimization,	

**Math:** Calculus, Linear Algebra, Differentiable Equations, Statistics, Optimization, Stochastic Processes, Discrete Mathematics, Logic, etc.

**CS:** Computer Graphics, Physics-based Animation, Image/Video Coding, Machine Learning, User Interface, Remote Sensing, Compilers, Complexity Theory, etc.

TECHNICAL SKILLS	Programming: C++, OpenGL, Eigen, CUDA, Python, Pytorch, Pybind11 etc.
	Creative: Adobe Illustrator, Blender, etc.
TEST SCORES	<b>TOEFL iBT:</b> 105 (October 15, 2022)