

# Kenji Tojo

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## LINKS

[Website](#)

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## EDUCATION

Apr 2023 — Present	<b>Ph.D. at The University of Tokyo</b> Adviser: Nobuyuki Umetani	Tokyo, Japan
Apr 2021 — Mar 2023	<b>Master of Creative Informatics, The University of Tokyo</b> Adviser: Nobuyuki Umetani Completed with Dean's prize for outstanding thesis	Tokyo, Japan
Apr 2017 — Mar 2021	<b>Bachelor of Information Science, The University of Tokyo</b> Bachelor's thesis adviser: Takeo Igarashi	Tokyo, Japan

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## PUBLICATIONS

### Peer-Reviewed Conference & Journal Papers

1. **Kenji Tojo**, Ariel Shamir, Bernd Bickel, and Nobuyuki Umetani. Stealth Shaper: Reflectivity Optimization as Surface Stylization. *SIGGRAPH '23 Conference Proceedings*.
  2. **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*.
  3. **Kenji Tojo**, Yifei Chen, and Nobuyuki Umetani. Neural Motion Compression with Frequency-adaptive Fourier Feature Network. *Eurographics 2022 - Short Papers*.
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## TALKS

### Conference Presentations

- Stealth Shaper: Reflectivity Optimization as Surface Stylization.
  - *SIGGRAPH 2023* (August 8th, 2023)
  - 9 min. (followed by a poster session)
- Recolorable Posterization of Volumetric Radiance Fields Using Visibility-Weighted Palette Extraction.
  - *Eurographics Symposium on Rendering 2022* (July 6th, 2022)
  - 20 min. (including Q&A)
- Neural Motion Compression with Frequency-adaptive Fourier Feature Network.
  - *Eurographics 2022* (April 27th, 2022)
  - 15 min.

### Invited Talks (in Japanese)

- Stealth Shaper: Reflectivity Optimization as Surface Stylization.
    - *VC/VCC 2023* (September 18th, 2023)
    - 15 min. (including Q&A)
  - Recolorable Posterization of Volumetric Radiance Fields Using Visibility-Weighted Palette Extraction.
    - *VC/VCC* (October 7th, 2022)
    - 12 min. (including Q&A)
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## EXPERIENCES

Mar 2023	<b>Software Engineer Intern - Morgenrot Inc., Japan</b> Developed a 3D reconstruction tool.	Tokyo, Japan
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Feb 2021 — Mar 2021

Research Assistant - The University of Tokyo

Tokyo, Japan

Adviser: Takeo Igarashi. Developed a 3D modeling and visualization tool for an interactive aerodynamics simulator.

AWARDS & GRANTS

Mar 2023

Dean's prize for outstanding Master's research - The University of Tokyo

- Best Master's thesis of the year in the Creative Informatics Department

Apr 2023 — Mar 2026

Japan Society for the Promotion of Science Research Fellow - DC1

- 2,400,000 JPY / year

COURSEWORK

**Math:** Calculus, Linear Algebra, Differential Equations, Statistics, Continuous Optimization, Stochastic Processes, Discrete Mathematics, Mathematical 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, Adobe Premiere Pro, Blender, etc.

TEST SCORES

**TOEFL iBT:** 105 (October 15, 2022)