

# Ryo Suzuki Curriculum Vitae

ATLAS Institute  
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## Research Interest

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My research focus lies in the **intersection between human-computer interaction and robotics**. During my PhD, I have developed a novel tangible user interface made of swarm and soft robots, leveraging techniques from both robotics and HCI. The goal of my research is to *make the physical environment more adaptive and programmable with the distributed ubiquitous robots at all scales* (i.e., from mm- to m-scale).

keyword: tangible interface, swarm robots, soft robots, augmented reality

## Education

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08/2015 – **University of Colorado Boulder**

07/2020 Ph.D. candidate in Human-Computer Interaction, Department of Computer Science

PhD Dissertation: Dynamic Shape Construction and Transformation with Collective Elements

Committee: Daniel Leithinger, Mark D. Gross, Hiroshi Ishii, Takeo Igarashi, Tom Yeh

04/2011 – **University of Tokyo**

03/2013 M.A. in Computational Game Theory, Department of Economics

Thesis: Diffusion Process and Take-off Conditions of Online Platforms

Advisor: Michihiro Kandori

04/2007 – **Tokyo Institute of Technology**

03/2011 B.Eng in Information and Social Science, School of Engineering

## Employment

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05/2020 – **Microsoft Research, Redmond**

08/2020 Research Intern in EPIC Group

with Mar Gonzalez-Franco, Eyal Ofek, Andy Wilson, Ken Hinckley

08/2015 – **University of Colorado Boulder**

05/2020 Research Assistant in Department of Computer Science and ATLAS Institute

with Daniel Leithinger, Mark D. Gross, Tom Yeh

05/2019 – **Adobe Research, Seattle**

08/2019 Research Intern in Creative Intelligence Lab

with Rubaiat Habib, Li-Yi Wei, Stephen DiVerdi, Wilmot Li

12/2017 – **University of Tokyo**  
 10/2018 Research Intern in JST ERATO  
 with Yasuaki Takehi, Yoshihiro Kawahara, Ryuma Niiyama

05/2016 – **UC Berkeley**  
 08/2016 Research Intern in BiD Group  
 with Bjoern Hartmann, Gustavo Soares, Elena Glassman

05/2015 – **Stanford University**  
 08/2015 Research Intern in HCI Group  
 with Michael Bernstein

09/2014 – **University of Tokyo**  
 05/2015 Research Assistant in IIS Lab  
 with Koji Yatani

01/2015 – **AIST, Tsukuba**  
 03/2015 Research Intern in Media Interaction Group  
 with Jun Kato, Masataka Goto

## Peer-Reviewed Conference Publications

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Quick summary since 2016: First Author (11), Best Paper (1), CHI (4), UIST (3), IROS (1), ICSE (1), ASSETS (1), and other venues (5). 360 citations and 10 h-index based on Google Scholar (as of 06/2020) <sup>a</sup>

<sup>a</sup><https://scholar.google.com/citations?user=klWjaQIAAAAJ>

- [C15] **Ryo Suzuki**, Rubaiat Habib, Li-Yi Wei, Stephen Diverdi, Wilmot Li, Daniel Leithinger. RealitySketch: Embedding Responsive Graphics and Visualizations in AR through Dynamic Sketching. In *Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2020. (**UIST '20**, acceptance rate: 21%)
- [C14] Hooman Hedayati, **Ryo Suzuki**, Daniel Leithinger, Daniel Szafir. PufferBot: Actuated Expandable Structures for Aerial Robots. In *Proceedings of 2020 IEEE/RSJ International Conference on Intelligent Robots and Systems*. IEEE, 2020 (**IROS '20**, acceptance rate: 47%)
- [C13] **Ryo Suzuki**, Hooman Hedayati, Clement Zheng, James Bohn, Daniel Szafir, Ellen Yi-Luen Do, Mark D. Gross, Daniel Leithinger. RoomShift: Room-scale Dynamic Haptics for VR with Furniture-moving Swarm Robots. In *Proceedings of the ACM CHI Conference on Human Factors in Computing Systems*. ACM, 2020. (**CHI '20**, acceptance rate: 24%)
- [C12] **Ryo Suzuki**, Ryosuke Nakayama, Dan Liu, Yasuaki Takehi, Mark D. Gross, Daniel Leithinger. LiftTiles: Constructive Building Blocks for Prototyping Room-scale Shape-changing Interfaces. In *Proceedings of the ACM International Conference on Tangible, Embedded and Embodied Interaction*. ACM, 2020. (**TEI '20**, acceptance rate: 28%)
- [C11] **Ryo Suzuki**, Clement Zheng, Yasuaki Takehi, Tom Yeh, Ellen Do, Mark D. Gross, Daniel Leithinger. ShapeBots: Shape-changing Swarm Robots. In *Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2019. (**UIST '19**, acceptance rate: 24%)

- [C10] Ryosuke Nakayama\*, **Ryo Suzuki**\*, Satoshi Nakamaru, Ryuma Niiyama, Yoshihiro Kawahara, Yasuaki Kakehi. (\* equally contributed) MorphIO: Entirely Soft Sensing and Actuation Modules for Programming Shape Changes through Tangible Interaction. *In Proceedings of the ACM Conference on Designing Interactive Systems*. ACM, 2019. (**DIS '19**, acceptance rate: 25%)  
**Best Paper Award (top 1%)**
- [C9] **Ryo Suzuki**, Junichi Yamaoka, Daniel Leithinger, Tom Yeh, Mark D. Gross, Yoshihiro Kawahara, Yasuaki Kakehi. Dynablock: Dynamic 3D Printing for Instant and Reconstructable Shape Formation. *In Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2018. (**UIST '18**, acceptance rate: 20%)
- [C8] **Ryo Suzuki**, Koji Yatani, Mark D. Gross, Tom Yeh. Tabby: Explorable Design for 3D Printing Textures. *In Proceedings of the Pacific Conference on Computer Graphics and Applications*. Eurographics Association, 2018 (**PG '19**, acceptance rate: 26%)
- [C7] **Ryo Suzuki**, Jun Kato, Mark D. Gross, Tom Yeh. Reactile: Programming Swarm User Interfaces through Direct Physical Manipulation. *In Proceedings of the CHI Conference on Human Factors in Computing Systems*. ACM, 2018. (**CHI '18**, acceptance rate: 25%)
- [C6] Hyunjoo Oh, Tung D. Ta, **Ryo Suzuki**, Mark D. Gross, Yoshihiro Kawahara, Lining Yao. PEP (3D Printed Electronic Papercrafts): An Integrated Approach for 3D Sculpting Paper-based Electronic Devices. *In Proceedings of the CHI Conference on Human Factors in Computing Systems*. ACM, 2018. (**CHI '18**, acceptance rate: 25%)
- [C5] **Ryo Suzuki**, Abigale Stangl, Mark D Gross, Tom Yeh. FluxMarker: Enhancing Tactile Graphics with Dynamic Tactile Markers. *In Proceedings of the International ACM SIGACCESS Conference on Computers and Accessibility*. ACM, 2017. (**ASSETS '17**, acceptance rate: 26%)
- [C4] **Ryo Suzuki**, Gustavo Soares, Andrew Head, Elena Glassman, Ruan Reis, Melina Mongiovi, Loris D'Antoni, Bjoern Hartmann. TraceDiff: Debugging Unexpected Code Behavior Using Trace Divergences. *In Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing*. IEEE, 2017. (**VL/HCC '17**, acceptance rate: 29%)
- [C3] Andrew Head, Elena Glassman, Gustavo Soares, **Ryo Suzuki**, Lucas Figueredo, Loris D'Antoni, Bjoern Hartmann. Writing Reusable Code Feedback at Scale with Mixed-Initiative Program Synthesis. *In Proceedings of the ACM Conference on Learning at Scale*. ACM, 2017. (**L@S '17**, acceptance rate: 22%)
- [C2] Reudismam Rolim, Gustavo Soares, Loris D'Antoni, Oleksandr Polozov, Sumit Gulwani, Rohit Gheyi, **Ryo Suzuki**, Bjoern Hartmann. Learning Syntactic Program Transformations from Examples. *In Proceedings of the International Conference on Software Engineering*. IEEE, 2017. (**ICSE '17**, acceptance rate: 19%)
- [C1] **Ryo Suzuki**, Niloufar Salehi, Michelle S. Lam, Juan C. Marroquin, Michael S. Bernstein. Atelier: Repurposing Expert Crowdsourcing Tasks as Micro-internships. *In Proceedings of the CHI Conference on Human Factors in Computing Systems*. ACM, 2016. (**CHI '16**, acceptance rate: 23%)

## Peer-Reviewed Demo and Poster Publications

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- [D7] **Ryo Suzuki**. Collective Shape-changing Interfaces. In *Adjunct Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2019. (**UIST '19** Doctoral Consortium)
- [D6] **Ryo Suzuki**, Ryosuke Nakayama, Dan Liu, Yasuaki Kakehi, Mark D. Gross, Daniel Leithinger. LiftTiles: Modular and Reconfigurable Room-scale Shape Displays through Retractable Inflatable Actuators. In *Adjunct Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2019. (**UIST '19** Poster)
- [D5] **Ryo Suzuki**, Gustavo Soares, Elena Glassman, Andrew Head, Loris D'Antoni, Bjoern Hartmann. Exploring the Design Space of Automatically Synthesized Hints for Introductory Programming Assignments. In *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, 2017. (**CHI '17** Late-Breaking Work)
- [D4] Stanford Crowd Research Collective (For the full author list, please see the publication), Daemon: A Self-Governed Crowdsourcing Marketplace. In *Adjunct Proceedings of the Annual ACM Symposium on User Interface Software and Technology*. ACM, 2015. (**UIST '15** Poster)
- [D3] **Ryo Suzuki**. Toward a Community Enhanced Programming Education. In *Proceedings of the CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, 2015. (**CHI '15** Workshop Paper)
- [D2] **Ryo Suzuki**, Interactive and Collaborative Source Code Annotation. In *Proceedings of the International Conference on Software Engineering*. IEEE, 2015. (**ICSE '15** Poster)
- [D1] **Ryo Suzuki**, Network Thresholds and Multiple Equilibria in the Diffusion of Content-based Platforms. In *Proceedings of the International Conference on Web and Internet Economics*. Springer, 2014. (**WINE '14** Poster)

## Awards and Scholarships

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### Awards

- 2020 **University of Colorado Boulder Outstanding Research Award in CS**
- 2019 **DIS 2019 Best Paper Award**
- 2018 **Google PhD Fellowship Finalist**
- 2013 **Tech Crunch Disrupt in Tokyo 2013 Finalist**
- 2012 **University of Tokyo Startup Competition 1st Prize Winner**

### Scholarship

- 2015-2020 **CU Boulder Travel Grant** (\$500-\$1,200 for each conference travel)
- 2015-2020 **Nakajima Foundation Scholarship** (\$120,000 stipend for 5 years and 2 years tuition coverage)
- 2013-2015 **JSPS Research Fellow DC1** (\$72,000 stipend for 2 years)

2011-2013 **JASSO Fellow (Total Exemption for Outstanding Students)** (\$20,000 stipend for 2 years)

2010 **Tohso Foundation Scholarship** (\$3,600)

## Funding

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2019 **Ryo Suzuki.** Adaptive Physical Environments with Distributed Swarm Robots. *Ministry of Internal Affairs and Communications in Japan*, Innovation Research Funding, \$30,000  
<https://www.inno.go.jp/en/>

2019 **Ryo Suzuki.** Adobe Gift Funding, \$5,000

2018 **Ryo Suzuki.** Dynamic Physical Interfaces. *JST in Japan*, ACT-I Funding for Young Scholars, \$30,000 and Mentorship Opportunity (my mentor was Takeo Igarashi)  
<https://www.jst.go.jp/kisoken/act-i/en/index.html>

2018 **Ryo Suzuki.** Programmable Architecture with Soft Inflatable Actuator. *Leave a Nest Foundation in Japan*, Emerging Research Funding for AI and Interdisciplinary Research \$5,000

2013-2015 **Ryo Suzuki.** Network-based Diffusion Analysis for Online Community, *JSPS*, KAKENHI Grants-in-Aid for Scientific Research, \$40,000

## Selected Press Coverage

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01/2020 Arduino Blog. *Prototype room-scale, shape-changing interfaces with LiftTiles*

01/2020 TechXplore. *LiftTiles: Actuator-based Building Blocks for Shape-changing Interfaces*

01/2020 ITMedia News. *A Swarm of Self-transforming Robots to Assist People*

11/2019 Hackster.io. *LiftTiles Turn Walls and Floors Into Reconfigurable Structures on Demand*

11/2019 Element 14. *Engineers Develop LiftTiles, a Scale Shape-changing Interface*

11/2019 Bouncy. *Swarm Robots that can Change Shape to Visualize Data*

10/2019 Hackster.io. *Swarming Robots Can Change Their Configuration to Handle Different Tasks*

09/2019 TechXplore. *ShapeBots: A Swarm of Shape-shifting Robots that Visually Display Data*

09/2019 Hackaday. *Tiny Robots that Grow Taller and Wider*

09/2019 Robotic Gizmo. *ShapeBots: Shape Changing Swarm Robots*

09/2019 Gadgetify. *ShapeBots: Shape Changing Swarm Robots*

10/2018 3DPrint.com. *Dynablock: 3D Prints That Assemble and Disassemble in Seconds*

10/2018 Hackster.io. *The Dynamic 3D Printing That Assembles and Disassembles Objects in Seconds*

- 10/2018 Arduino Blog. *Create Shapes Over and Over with the Dynablock 3D Printer*
- 10/2018 3DRuck.com. *Dynablock: Dynamischer 3D-Drucker erstellt Objekte in Sekunden*
- 10/2018 World Business Satellite (Japanese TV). *Repeatable 3D Printer*
- 10/2018 Nikkei Newspaper, *Modeling 3D Objects with Magnet-Embedded Blocks*
- 06/2016 Wired. *It's Not Just Robots: Skilled Jobs Are Going to Meatware*

## Invited Talks

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- 05/2020 **Programmable Environments with Distributed Swarm Robots**  
University of Calgary, Calgary (hosted by Ehud Sharlin)
- 03/2020 **Programmable Environments with Distributed Swarm Robots**  
Virginia Tech, Blacksburg (hosted by Doug Bowman)
- 03/2020 **Programmable Environments with Distributed Swarm Robots**  
UCSB, Santa Barbara (hosted by Misha Sra)
- 02/2020 **Programmable Environments with Distributed Swarm Robots**  
University of Washington, Seattle (hosted by Shyam Gollakota and Jon Froehlich)
- 02/2020 **Programmable Environments with Distributed Swarm Robots**  
Boston University, Boston (hosted by Emily Whiting)
- 12/2019 **Adaptive Physical Environment with Distributed Swarm Robots**  
CU Boulder ATLAS Seminar, Boulder (hosted by Ellen Do)
- 11/2019 **Adaptive Physical Environment with Distributed Swarm Robots**  
MIT CSAIL, Boston (hosted by Stefanie Mueller)
- 11/2019 **Adaptive Physical Environment with Distributed Swarm Robots**  
MIT Media Lab, Boston (hosted by Hiroshi Ishii)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
University of Tokyo, Tokyo, Japan (hosted by Takeo Igarashi)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
University of Tokyo, Tokyo, Japan (hosted by Jun Rekimoto)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
JST ERATO, Tokyo, Japan (hosted by Yoshihiro Kawahara)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
Takram, Tokyo, Japan (hosted by Hisato Ogata)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
ZOZO Research, Tokyo, Japan (hosted by Satoshi Nakamaru)

- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
Preferred Networks, Tokyo, Japan (hosted by Hironori Yoshida)
- 10/2019 **Distributed and Collective Robots as Ubiquitous Interfaces**  
Omron ScinicX Research Lab, Tokyo, Japan (hosted by Yoshitaka Ushiku)
- 06/2019 **Real-time Binding between Physical and Digital Worlds**  
Adobe Research, Seattle (hosted by Wilmot Li)
- 10/2018 **Dynamic Physical Media**  
CU Boulder ATLAS Seminar, Boulder (hosted by Mark Gross)
- 06/2016 **Programming Environment for Physical Computing and Mixed Reality Era**  
UC Berkeley BiD Seminar, Berkeley (hosted by Bjoern Hartmann)

## Teaching and Mentoring

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### Teaching Assistant

- Fall 2019* **CSCI 3002: Fundamentals of Human Computer Interaction (Undergraduate)**  
Instructor: Prof. Shaun Kane  
Department of Computer Science, University of Colorado Boulder
- Spring 2017* **ATLS 6000: Soft Robotics (Graduate)**  
Instructor: Prof. Mark D. Gross  
ATLAS Institute, University of Colorado Boulder
- Fall 2012* **Game and Network Theory (Graduate)**  
Instructor: Prof. Michihiro Kandori  
Department of Economics, University of Tokyo
- Fall 2012* **Dynamic Programming and Optimization (Graduate)**  
Instructor: Prof. Kazuya Kamiya  
Department of Economics, University of Tokyo

### Mentoring

- 2019 **Chrystalina Pharr**  
Undergraduate student in Mechanical Engineering  
University of Colorado Boulder  
Project: ceiling-based swarm robots
- 2019 **James Bohn**  
Undergraduate student in Computer Science  
University of Colorado Boulder  
Project: furniture-moving swarm robots

- 2018 **Ryosuke Nakayama**  
Master student in Media Design  
Keio University (Now Sony)  
Project: interactive soft robots and shape-changing inflatable structure
- 2018 **Takayuki Hirai**  
Undergraduate student in Media Design  
Keio University  
Project: shape-changing swarm robots
- 2018 **Takumi Murayama**  
Undergraduate student in Media Design  
Keio University  
Project: reprogrammable inflatable architectural structure
- 2017 **Kevin Kuwata**  
Master student in Electrical and Computer Engineering  
University of Colorado Boulder (Now Sparkfun X)  
Project: mm-scale swarm robots with electromagnetic actuation
- 2017 **Zhixian Jin**  
Undergraduate student in Electrical and Computer Engineering  
University of Colorado Boulder  
Project: tactile feedback with actuated magnetic marker
- 2016 **Ruan Reis**  
Master student in Computer Science  
Federal University of Campina Grande  
Project: automated hint generation for programming assignment
- 2015 **Michelle Lam**  
Undergraduate student in Computer Science  
Stanford University  
Project: micro-internship with repurposed crowdsourcing tasks
- 2015 **Juan Marroquin**  
Undergraduate student in Computer Science  
Stanford University (Now Microsoft)  
Project: micro-internship with repurposed crowdsourcing tasks
- 2015 **Adam Ginzberg**  
Undergraduate student in Computer Science  
Stanford University (Now Coda.io)  
Project: crowd research

## Service

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2020 – present **Program Committee**  
TEI 2021



2016 – present **Organizing Committee**  
CHI '21 Social Media Chair  
UIST '16 Web and Social Media Chair

2016 – present **Reviewer**  
CHI 2016 - 2020  
UIST 2016 - 2020  
ISMAR 2020  
SCF 2019  
SIGGRAPH ETech 2019  
IEEE VR 2020  
GI 2020

2016 – 2017 **Student Volunteer**  
CHI 2017  
UIST 2016

## References

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- **Daniel Leithinger**  
Assistant Professor  
ATLAS Institute, University of Colorado Boulder  
daniel.leithinger@colorado.edu
- **Mark D. Gross**  
Director  
ATLAS Institute, University of Colorado Boulder  
mdgross@colorado.edu
- **Hiroshi Ishii**  
Professor and Associate Director  
Media Lab, MIT  
ishii@media.mit.edu
- **Takeo Igarashi**  
Professor  
Department of Computer Science, University of Tokyo  
takeo@acm.org
- **Tom Yeh**  
Assistant Professor  
Department of Computer Science, University of Colorado Boulder  
tom.yeh@colorado.edu
- **Bjoern Hartmann**  
Associate Professor  
Department of Electrical Engineering and Computer Science, UC Berkeley  
bjoern@eecs.berkeley.edu

- **Rubaiat Habib**  
Senior Research Scientist  
Adobe Research  
rhabib@adobe.com