

# Makoto Sato

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## Education

### Nara Institute of Science and Technology (NAIST)

2022-

GRADUATE SCHOOL OF SCIENCE AND TECHNOLOGY

### Saitama University

2018-2022

FACULTY OF ENGINEERING / DEPARTMENT OF MECHANICAL ENGINEERING AND SYSTEM DESIGN, GPA: 3.15/4.0

## Experience

### Matsuo Institute, Inc.

2020-2023

PART-TIME ENGINEER

- "Imitation Learning with Mid-Level Representations for Object Rearrangement"
  - **Makoto Sato**, Ryosuke Unno, Hiroki Furuta, Tatsuya Matsushima, Ryo Okada, Pavel Savkin, Genki Sano, Yutaka Matsuo, **JSAI2022**
- "Scaling Laws of Model Size for World Models"
  - **Makoto Sato**, Ryosuke Unno, Masahiro Negishi, Koudai Tabata, Taiju Watanabe, Junnosuke Kamohara, Taiga Kume, Ryo Okada, Yusuke Iwasawa, Yutaka Matsuo, **JSAI2023**
- "Scaling Laws of Dataset Size for World Models"
  - Masahiro Negishi, **Makoto Sato**, Ryosuke Unno, Koudai Tabata, Taiju Watanabe, Junnosuke Kamohara, Taiga Kume, Ryo Okada, Yusuke Iwasawa, Yutaka Matsuo, **JSAI2023**
- "Action-Conditioned VideoGPT"
  - Koudai Tabata, Junnosuke Kamohara, Ryosuke Unno, **Makoto Sato**, Koshi Makihara, Ryo Okada, Yusuke Iwasawa, Yutaka Matsuo, **JSAI2023**

### National Institute of Advanced Industrial Science and Technology (AIST)

2019-2020

RESEARCH MEMBER

- A Study of Learning Object Grasping Motion for Robots Using Reinforcement Learning.

## Projects

### Large World Models

2022-2023

- A Study of Scaling Laws for Large-Scale Models in World Models.

### Long-Horizon Manipulation with Task and Motion Planning

2022-2023

- A Study of Robot Motion Planning using Task and Motion Planning for Long-Horizon Tasks.

### Locomotion via Reinforcement Learning

2022

- A Study on Learning Locomotion by Sim2Real Reinforcement Learning for Quadruped Robots.

### Multimodal Object Identification

2022

- A Study of Object Localization using Multimodal Image and Tactile Information.

### Vision-based Imitation Learning

2020-2022

- A Study of Learning Merchandise Display Behaviors Using Image-Based Imitation Learning in Clutter Environment.

## Skills

<b>Knowledge</b>	Task and Motion Planning, Physics Simulator, Imitation Learning, Reinforcement Learning, Foundation Model, Optimal Control
<b>Languages</b>	Python, C++, JavaScript
<b>Frameworks</b>	PyTorch, Tensorflow, Jax, ROS, Docker