Kazki Otao

(adress:) XXXX
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(phone:) XXXX

EDUCATION

Master degree in Information and Media Studies
Apr. 2019 to Current (Expected End Date: Mar. 2022)
University of Tsukuba, Japan
Content Engineering Laboratory (Adviser: Prof. Tetsuji Sato)
- Researching the optimization of text display for visual design.

Bachelor degree in Media Sciences and Engineering
Apr. 2017 to Mar. 2019
University of Tsukuba, Japan
Digital Nature Group (Adviser: Prof. Yoichi Ochiai)
- Researching light field display and retinal projection display using dihedral corner reflector array.

Associate degree in Computer Science and Electronic Engineering
Apr. 2012 to Mar. 2017
National Institute of Technology, Tokuyama College, Japan
Soft Computing Laboratory (Adviser: Prof. Takanori Koga)
- Researching a fog display for visualization of adaptive shape-changing flow.

COMPUTER SKILLS

Languages & Software:
Python, C#, Java, Swift, C/C++, Web (both frontend and backend), Git, LaTeX

Framework & Library:
Unity, Chainer

Graphics:
Photoshop, After Effects, Premiere Pro, AviUtl, Blender, Illustrator

PROFESSIONAL EXPERIENCE

Software Enginner
at IPA (IT Promotion Agency), Japan. July. 2020 to Current

- Development of Automatic text generation for movie.
- Grant 10,000,000 Yen: 2020 Exploratory IT Human Resources Project (The MITOH Advanced Program).

Software Enginner
at IPA (IT Promotion Agency), Japan. July. 2019 to Mar. 2020

- Development of Automatic text generation for movie.
- Grant 2,304,000 Yen: 2019 Exploratory IT Human Resources Project (The MITOH Program).

Reserach Enginner
at Pixie Dust Technologies, Inc., Japan. Sept. 2017 to Mar. 2020

- Research and development of retina projection display and retinal imaging camera (development of image processing and computer vision technology, development of optical simulation software, development of optical design, paper writing and presentation at international conferences, information gathering at international conferences)
- Back-end development (Python, Docker, AWS)

Software Enginner
at Unirobot Corporation, Japan. Dec. 2016 to Aug. 2017

- Development of User interface for home robot "Unibo".

PUBLICATION

Book

1. Recent Developments and Prospective Applications of Aerial Display. CMC Publishing Co.,Ltd., 2018, 267p. (Written contribution of Part III, Chapter 9)

International Conference with Peer Review - Oral Presentation

1. Kazuki Otao, Yuta Itoh, Kazuki Takazawa, Hiroyuki Osone, and Yoichi Ochiai. 2018. Air Mounted Eyepiece: Optical See-Through HMD Design with Aerial Optical Functions. In Proceedings of the 9th Augmented Human International Conference (AH '18). ACM.

2. Kazuki Otao, Yuta Itoh, Hiroyuki Osone, Kazuki Takazawa, Shunnosuke Kataoka, and Yoichi Ochiai. 2017. Light field blender: designing optics and rendering methods for see-through and aerial near-eye display. In SIGGRAPH Asia 2017 Technical Briefs (SA '17). ACM.

International Conference - Invited Talk

Takanori Koga and Kazuki Otao. 2018. An Interactive Fog Display to Express Adaptive Shape-Changing Flow. In the 25th International Display Workshops (IDW '18).