

Ryohei Fushimi

102 2-13-1 Yayoi, Bunkyo ward, Tokyo 113-0032
fushimi.ryohei@gmail.com | +81 90 7545 3030

EDUCATION

THE UNIVERSITY OF TOKYO MAS IN INTERDISCIPLINARY INFORMATION STUDIES

Expected Apr 2017 | Tokyo, Japan

Cum. GPA: 3.85

Majoring in Computer Science,
especially in Human Computer Interface.

BS IN COMPUTER SCIENCE

Graduated May 2015 | Tokyo, Japan

Conc. in Software Engineering
Faculty of Engineering,
Department of Information and
Communication Engineering

Cum. GPA: 3.25 / 4.0

Major GPA: 3.60 / 4.0

LINKS

Github:// [sidestepism](#)

Twitter:// [fushimir](#)

COURSEWORK

GRADUATE

Image Processing + Practicum

Web Engineering

Digital Circuit

Machine Learning

Ecological Psychology

UNDERGRADUATE

Computer Vision

Language & Voice Signal Processing

Artificial Intelligence

Cognitive Psychology

Computer Science Practicum (*Research Asst.*
& *Teaching Asst*)

SKILLS

PROGRAMMING

Production Experience:

JavaScript • iOS • PHP • C++

Over 5000 lines:

Ruby on Rails • Python • Matplotlib • C

Familiar:

Matplotlib • R (for data visualization)

TCP/IP • HTTP • WebSocket

EMBEDDED SYSTEM

Production Experience:

ZigBee • Edison

Familiar:

Arduino • Verilog

WORK EXPERIENCE

MONOM iOS + UX ENGINEER, DESIGNER

Dec 2015 - Present | Tokyo, Japan

- Currently developing an wireless voice changer app and a device which breathe a life into toys. It will be shown in SXSW 2016 as a communication tool for children and their parents.
- In charge of technical research, software engineering and technical direction.
- Collaborative work with Naoki Ono, a professional product designer.

NEUROWEAR SOFTWARE + UX ENGINEER

Sep 2014 - Oct 2015 | Tokyo, Japan

- Designed and developed an software on "mononome", an eye-shaped IoT device with Intel Edison processor.
- Also developed a server to accumulate activity logs and a protocol.

UBIQUITOUS ENTERTAINMENT INC. SOFTWARE ENGINEER

Apr 2012 - Dec 2013 | Tokyo, Japan

- Developed **enchant.js**, a novel framework for developing games and applications in HTML5. It has already had over 3,000 games and applications published and has 1,400 stars / 300 forks in GitHub.
- Designed a secure and flexible protocol and a backend of a multi-play game "Minna-to-Issho" for PSVITA, which achieved 1M download and 10M new friend connections between PlayStation Network users all over the world.

RECRUIT HOLDINGS INC. STATISTICS & DATA ANALYSIS INTERN

Aug 2014 - Sep 2014 | Tokyo, Japan

- Optimized recommendation system on "suumo", one of the largest real estate database in Japan with a deep recurrent neural network.
- Increased recommendation accuracy by 10%. (the 2nd/6 in a final presentation)

LEADERSHIP EXPERIENCE

GAME DESIGN SCHOOL | FOUNDER

Apr 2014 - Present | Tokyo, Japan

- Organized workshop on learning to make interactive game through designing a game only with a paper and two dice.
- Led 5 teaching assistants and taught 100 children in total.

RESEARCH

CYBER INTERFACE LAB | GRADUATE RESEARCHER

Apr 2015 - Present | Tokyo, Japan

Currently working on creating a system to modulate emotional experience by modulating voice feedback while speaking with **Ph.D. Takuji Narumi**.

INTERACTIVE INTERFACE LAB | UNDERGRADUATE RESEARCHER

Apr 2015 - Present | Tokyo, Japan

Worked with **Ph.D. Shogo Fukushima** and **Prof. Takeshi Naemura** to create a tool to take an natural and involuntary smile by playing a sound and to evaluate its effect and parameter. Publication accepted in CHI 2015, one of top-tier conference in Human Computer Interaction Studies.

AWARDS

2012	National	Best Network Product Award (enchant.js), CEDEC Award 2012
2012	National	Innovative Technologies (enchant.js), METI of Japan
2014	National	Accenture Award, JPHACKS 2014 Hackathon