

# Ryohei Fushimi

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## EDUCATION

**THE UNIVERSITY OF TOKYO**  
**MAS IN INTERDISCIPLINARY**  
**INFORMATION STUDIES**  
Expected Apr 2017 | Tokyo, Japan  
Cum. GPA: 3.85

**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  
Interactive System  
Web Engineering  
Digital Circuit  
Machine Learning  
Ecological Psychology

### UNDERGRADUATE

Computer Graphics  
Computer Vision  
Language & Voice Signal Processing  
Artificial Intelligence  
Operating System  
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)

### WEB BACKEND ARCHITECT

Production Experience:  
TCP/IP • HTTP

### EMBEDDED SYSTEM

Production Experience:  
ZigBee • Edison • Arduino Familiar:

## WORK EXPERIENCE

### MONOM iOS + UX ENGINEER, DESIGNER

Dec 2015 - Present | Tokyo, Japan

- Currently developing an intelligent wireless voice changer to breathe a life into stuffed toys as a new 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 new protocol between the device and server.

### 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 for a backend of a multi-play game "Minna-to-Issho" for PSVITA, which achieved 1M download and 10M new friend connections all over the world.

### DENTSU INC. CREATIVE TECHNOLOGIST INTERN

Aug 2013 - Sep 2013 | Tokyo, Japan

- Planned an effective solution for advancing of late marriage in Japan with a working mockup. Hold the 2nd/55 in a final presentation.

### RECRUIT HOLDINGS INC. STATISTICS & DATA ANALYSIS INTERN

Aug 2014 - Sep 2014 | Tokyo, Japan

- Optimized recommendation system of real estate database with a deep recurrent neural network.
- Increased recommendation accuracy by +10% and got the 2nd/6 in a final presentation.

## 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 **LaughinCam**, a tool to take a 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 3rd/25 people's choice award (Toastify),
2014	International	6th Annual UIST Student Innovation Contest
2014	National	Accenture Award, JPHACKS 2014 Hackathon

## LEADERSHIP EXPERIENCE

### KIDS GAME DESIGN SCHOOL | FOUNDER

Apr 2014 - Present | Tokyo, Japan

- Made a novel lesson plan to interactive structure through designing a game

