

Naoki Kita

PH.D. STUDENT

1-1, Asahidai, Nomi, Ishikawa, 923-1211, JAPAN, KS-bldg. III, room K32

☎ (+81) 761-51-1810 | ✉ naoki-kt@jaist.ac.jp | 🌐 <https://naokita.github.io/>

Summary

I am a Ph.D. candidate at Japan Advanced Institute of Science and Technology (JAIST). I received my B.S. degree in science from Kanazawa University in 2009, and my M.S. in knowledge science from JAIST in 2011. My current research interests include computational design and human visual perception.

Education

JAIST (Japan Advanced Institute of Science and Technology)

Japan

PH.D. IN KNOWLEDGE SCIENCE

Apr. 2016 - PRESENT

- Advisor: Kazunori Miyata

JAIST (Japan Advanced Institute of Science and Technology)

Japan

M.S. IN KNOWLEDGE SCIENCE

Apr. 2009 - Mar. 2011

- Thesis: Interactive Procedural Modeling of Pebble Mosaics
- Advisor: Kazunori Miyata

Kanazawa University

Japan

B.S. IN SCIENCE

Apr. 2005 - Mar. 2009

- Advisor: Toyoko Arai

Experience

JAIST-DNIC (Dependable Network Innovation Center)

Japan

PROJECT RESEARCHER

Aug. 2013 - Mar. 2016

- Developed a skill map for CYDER (CYber Defense Exercise with Recurrence) project hosted by Ministry of Internal Affairs and Communications.

Kanazawa Medical University

Japan

COLLABORATIVE RESEARCHER

Apr. 2011 - Mar. 2016

- Developing a NRBCs (Nucleated Red Blood Cell) autodetect system for non-invasive fetal DNA diagnosis from maternal blood.

Allied Telesis Research Institute, Ltd.

Japan

SOFTWARE ENGINEER

Feb. 2015 - Oct. 2015

- Developed a in-house web service in Scala/Play Framework.
- Developed an e-learning system in Moodle and a cyber security lecture course on it.

JAIST (Japan Advanced Institute of Science and Technology)

Japan

RESEARCH ASSISTANT

Apr. 2012 - Mar. 2013

IPA MITOH Program

Japan

PROJECT LEADER

Feb. 2012 - Aug. 2012

- Funded for half a year as a project leader of an exploratory IT Human Resources Project (THE MITOH Program), and developed a discrete element texture generation application.

Publications (Peer-Reviewed)

N. Kita and K. Miyata, Multi-class anisotropic blue noise sampling for discrete element pattern generation, The Visual Computer (Proc. of CGI'16), Heraklion, Crete, Greece

N. Kita and K. Miyata, Interactive procedural modeling of pebble mosaics, ACM SIGGRAPH Asia 2011 Sketches, HongKong

N. Kita and K. Miyata, A rule-based method for generating bookshelf models, ACM SIGGRAPH Asia 2010 Posters, Seoul

K. Ishibashi, T.-D. Luz, R. Eynard, N. Kita, N. Jian, H. Segi, K. Terada, K. Fujita and K. Miyata, Spider Hero, Laval Virtual Revolution 2010, An.3, Laval, France

K. Ishibashi, T.-D. Luz, R. Eynard, N. Kita, N. Jian, H. Segi, K. Terada, K. Fujita and K. Miyata, Spider Hero: A VR application using pulling force feedback system, VRCAI2009, Session 7, Tokyo

Honors & Awards

2016 **Outstanding Poster Award**, JAIST HLD International Symposium 2016

2011 **Outstanding Performance Students Award**, JAIST

2011 **Best Paper Award**, 10th NICOGRAPH Spring

2010 **Campus Genius Award SILVER (Interactive)**, 15th Campus Genius Award

Skills

Programming Python, Ruby, C++, Java, Scala, JavaScript

Web Ruby on Rails, Sinatra, Play Framework

Languages Japanese (Native), English (Intermediate)