

# Naoki KITA

PH.D

ASSISTANT PROFESSOR

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## Summary

I am an assistant professor at Tokyo University of Agriculture and Technology. I received my Ph.D. 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/fabrication and human visual perception, especially in layout/arrangement for discrete elements.

## Education

### JAIST (Japan Advanced Institute of Science and Technology)

Japan

PH.D. IN KNOWLEDGE SCIENCE

Apr. 2016 - Mar. 2019

- 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

### Visual Computing Laboratory, Tokyo University of Agriculture and Technology

Japan

ASSISTANT PROFESSOR

Apr. 2019 - PRESENT

### READi Design Lab, L'École de design Nantes Atlantique

France

VISITING RESEARCHER

Feb. 2017 - Nov. 2017

- Joined IDEA (Immersive Data Exploration & Analysis) project and developed immersive VR applications.

### 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

- Developed 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.

**IPA MITOH Program**

PROJECT LEADER

*Japan*

*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

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### INTERNATIONAL JOURNALS

**N. Kita** and K. Miyata, “Magic sheets: Visual cryptography with common shares”, Computational Visual Media, Vol.4, No.2, pp.185–195, 2018.

**N. Kita** and K. Miyata, “Aesthetic Rating and Color Suggestion for Color Palettes”, Computer Graphics Forum, Vol.35, No.7, pp.127–136, 2016.

**N. Kita** and K. Miyata, “Multi-class anisotropic blue noise sampling for discrete element pattern generation”, The Visual Computer, Vol.32, No.6, pp.1035–1044, 2016.

### INTERNATIONAL CONFERENCES (ORAL PRESENTATION)

**N. Kita** and K. Miyata, “Magic Sheet: Visual Cryptography with Common shares”, CVM 2018, Shanghai, China (April 2018).

**N. Kita** and K. Miyata, “Aesthetic Rating and Color Suggestion for Color Palettes”, Pacific Graphics (PG 2016), Okinawa, Japan (October 2016).

**N. Kita** and K. Miyata, “Multi-class anisotropic blue noise sampling for discrete element pattern generation”, Computer Graphics International (CGI 2016), Heraklion, Crete, Greece (June 2016).

**N. Kita** and K. Miyata, “Interactive Procedural Modeling of Pebble Mosaics”, ACM SIGGRAPH Asia 2011 Sketches, ACM SA’11, Article 35, pp.35:1–35:2, Hong Kong, China (December 2011).

K. Ishibashi, T. Da Luz, R. Eynard, **N. Kita**, N. Jiang, H. Segi, K. Terada, K. Fujita and K. Miyata, “Spider Hero”, Laval Virtual Revolution 2010, An.3, Laval, France (April 2010).

K. Ishibashi, T. Da Luz, R. Eynard, **N. Kita**, N. Jiang, H. Segi, K. Terada, K. Fujita and K. Miyata, “Spider Hero: A VR application using pulling force feedback system”, VRCAI 2010, Session 7, Tokyo, Japan (December 2009).

### INTERNATIONAL CONFERENCES (POSTER)

**N. Kita** and K. Miyata, “Cube Art”, ACM SIGGRAPH Asia 2016 Posters, ACM SA’16, Article 30, pp.30:1-30:1, Macau (December 2016).

**N. Kita** and K. Miyata, “A rule-based method for generating bookshelf models”, ACM SIGGRAPH Asia 2010 Posters, ACM SA’10, Article 36, pp.36:1-36:2, Seoul, Korea (December 2010).

## Honors & Awards

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2019	<b>Outstanding Performance Award in the doctoral program</b> , JAIST
Jul 2018 - Mar 2019	<b>JAIST Research Grant (Fundamental Research) 2018</b> , Japan Advanced Institute of Science and Technology
2018	<b>Excellent Poster Award</b> , JAIST World Conference 2018
Apr 2017 - Mar 2019	<b>JSPS Young Research Fellowship (DC2)</b> , Japan Society for the Promotion of Science
Feb 2017 - Nov 2017	<b>JAIST Grant for Off-Campus Research</b> , Japan Advanced Institute of Science and Technology
Apr 2016 - Mar 2017	<b>JAIST Doctral Research Fellowship (DRF)</b> , Japan Advanced Institute of Science and Technology
2016	<b>Outstanding Poster Award</b> , JAIST HLD International Symposium 2016
Feb 2012 - Aug 2012	<b>The Exploratory IT Human Resources Project (THE MITOH Program)</b> , Information Technology Promotion Agency Japan (IPA)
2011	<b>Outstanding Performance Award in the master program</b> , JAIST
2011	<b>Best Paper Award</b> , 10th NICOGRAPH Spring
2010	<b>Campus Genius Award SILVER (Interactive)</b> , 15th Campus Genius Award

## Skills

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<b>Programming</b>	Python, Ruby, C++, C#, Java, JavaScript
<b>Languages</b>	Japanese (Native), English (Intermediate)