Naoki **KITA**

PH.D. STUDENT

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Research Interests

Computer Graphics	Computational Design, Digital Fabrication, Machine Learning for Visual Design
Information Visualization	Colormap/Layout Optimization
Information Hiding	Visual Cryptography, Secret Sharing

Education

Japan Advanced Institute of Science and Technology *Japan*

PH.D. IN KNOWLEDGE SCIENCE *Apr. 2016 - PRESENT*

- Advisor: Kazunori Miyata

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*

- Thesis: FM-AFM in an environment-controlled atmosphere
- Advisor: Toyoko Arai

Experience

READi Design Lab, L'École de design Nantes Atlantique *France*

RESEARCHER (INTERNSHIP) *Feb. 2017 - Nov. 2017*

- Developed an immersive data visualization application in a VR environment (a joint research project with Polytech Nantes).
- Advisor: Grégoire Cliquet
- Founded by JAIST Grant for Off-Campus Research

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 an 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 an 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, "Cube Art", ACM SIGGRAPH Asia 2016 Posters, Macao

N. Kita and K. Miyata, "Aesthetic Rating and Color Suggestion for Color Palettes", Computer Graphics Forum (Pacific Graphics 2016), Okinawa, Japan

N. Kita and K. Miyata, "Multi-class anisotropic blue noise sampling for discrete element pattern generation", The Visual Computer (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 Languages	Python, Ruby, C++, C#, Go, Julia, Java, JavaScript
Platforms/Frameworks	Unity, OpenFrameworks, Cinder, Processing
Languages	Japanese (Native), English (Intermediate)