

Ryo Suzuki

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DLC 170, University of Colorado Boulder, Boulder CO 80302

EDUCATION

Ph.D student in Computer Science, University of Colorado Boulder *August 2015 - Present*
Coursework: User-Centered Design, Computer Graphics, Computer Vision, NLP, etc

M.A in Economics, University of Tokyo *March 2013*
Top 5% in Machine Learning, Microeconomics, and Macroeconomics

B.Eng in Engineering, Tokyo Institute of Technology *March 2011*
GPA: 3.9

RESEARCH EXPERIENCE

University of Colorado Boulder HCI Group *August 2015 - Present*
Advisor: Tom Yeh and Mark D. Gross

UC Berkeley BiD Group *May 2016 - August 2016*
Advisor: Bjoern Hartmann

Stanford University HCI Group *May 2015 - August 2015*
Advisor: Michael S. Bernstein

University of Tokyo IIS-Lab *September 2014 - May 2015*
Advisor: Koji Yatani

AIST Media Interaction Group *January 2015 - March 2015*
Advisor: Jun Kato

PUBLICATIONS

Andrew Head, Elena Glassman, Gustavo Soares, **Ryo Suzuki**, Lucas Figueredo, Loris D'Antoni, Bjoern Hartmann, "*Writing Reusable Code Feedback at Scale with Mixed-Initiative Program Synthesis*." L@S'17 (to appear)

Reudismam Rolim, Gustavo Soares, Loris D'Antoni, Oleksandr Polozov, Sumit Gulwani, Rohit Gheyi, **Ryo Suzuki**, Bjoern Hartmann, "*Learning Syntactic Program Transformations from Examples*." ICSE'17 (to appear)

Ryo Suzuki, Niloufar Salehi, Michelle S. Lam, Juan C. Marroquin, Michael S. Bernstein, "*Atelier: Repurposing Expert Crowdsourcing Tasks as Micro-internships*." Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2016. (CHI'16)

Stanford Crowd Research Collective (For the full author list, please see the publication), "*Daemo: A Self-Governed Crowdsourcing Marketplace*". Proceedings of the Annual ACM Symposium on User Interface Software and Technology. ACM, 2015. (UIST'15 Adjunct)

Ryo Suzuki, "*Toward a Community Enhanced Programming Education*", Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2015. (CHI'15 EA)

Ryo Suzuki, "*Interactive and Collaborative Source Code Annotation*", Proceedings of the International Conference on Software Engineering. IEEE, 2015. (ICSE'15 Adjunct)

Ryo Suzuki, "*Network Thresholds and Multiple Equilibria in the Diffusion of Content-based Platforms*." Proceedings of the International Conference on Web and Internet Economics. Springer, 2014. (WINE'14)

AWARDS AND HONORS

Nakajima Foundation Scholarship	<i>November 2014</i>
KAKENHI Grants-in-Aid for Scientific Research	<i>April 2013</i>
JSPS Research Fellow DC1	<i>April 2013</i>
JASSO Fellow (Total Exemption for Particularly Outstanding Students)	<i>March 2013</i>
Tohso Foundation Scholarship	<i>April 2010</i>
Business Model Competition Japan 2014 Microsoft Award	<i>February 2014</i>
Tech Crunch Disrupt Tokyo 2013 Finalist	<i>November 2013</i>
1st Prize Winner of University of Tokyo Entrepreneur Dojo	<i>October 2012</i>

TEACHING EXPERIENCE

Teaching Assistant at University of Tokyo Microeconomic Policy (Graduate) for Prof. Dan Sasaki	<i>October 2012 - February 2013</i>
Teaching Assistant at International Christian University Statistics (Undergraduate) for Prof. Takuya Kaneko	<i>October 2012 - February 2013</i>
Teaching Assistant at University of Tokyo Mathematics II (Graduate) for Prof. Kazuya Kamiya	<i>April 2012 - August 2012</i>
Teaching Assistant at Tokyo Institute of Technology Advanced Macroeconomics (Graduate) for Prof. Takumi Naito	<i>October 2010 - February 2011</i>

WORK EXPERIENCE

CTO at Dada, Inc Development of Samenos (http://samenos.com), a platform for artists, creators, and designers.	<i>August 2012 - March 2014</i>
Software Engineer at Howtelevision, Inc Development of iOS application for Gaishishukatsu.com (http://gaishishukatsu.com).	<i>December 2011 - December 2012</i>
Data Analyst at Manavee Analysis of user data at Manvee (http://manavee.com), a MOOC for high school students in Japan.	<i>January 2012 - March 2012</i>

TECHNICAL SKILLS

Programming Languages	JavaScript, C/C++, Python, Ruby, Objective-C
Development Framework	OpenGL, WebGL, OpenCV, Tensorflow, Node.js, iOS, Arduino
Tools	Git, Adobe Illustrator, Adobe After Effects, Solidworks