

Shunsuke Akamatsu

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EDUCATION

Columbia University

New York, NY

MS in Computer Science, GPA 3.9/4.0

Sep 2024 - Expected Dec 2025

Coursework: Databases, Artificial Intelligence, User Interface Design, Deep Learning for Computer Vision.

Waseda University

Tokyo, Japan

BE in Communications and Computer Engineering, GPA: 3.7/4.0; Top 3%.

Apr 2020 - Mar 2024

Relevant Coursework: Computer Programming, Multimedia Systems, Software Engineering, Computer Architecture, Information Network System, Information Theory, Algorithms and Data Structures, Operating System, Static Analysis.

EXPERIENCE

Waseda University

Tokyo, Japan

Undergraduate and Graduate Researcher at Advanced Multimedia Systems Lab

Apr 2023 - Jul 2024

- Created a two layered edge-cloud cooperative neural network for real-time object detection by combining lightweight models and high-performance models with feature compression architecture.
- Improved a trade-off between accuracy and transmitted data amount by up to 45 percent.
- Published three first-authored papers at *IEEE GCCE 2023*, *IEVC 2024*, and *IEEE AIC 2024*.

Teaching Assistant

Apr 2024 - Jul 2024

- Advised and managed 400 freshmen's study for mandatory experiments - "Simulation of physical phenomenon".
- Mentored 20 undergraduate students for basic programming courses (Scratch, C, Java, Python).

Undergraduate Software Developer at Network Security Lab

Sep 2022 - Mar 2023

- Constructed a system that authenticates whether two pieces of data indicate the same space by using point cloud data acquired from LiDAR sensor.
- Examined the accuracy of authentication when changing the distance, angle of the position and the targeted object by Utilizing Iterative Closest Point (ICP) positioning algorithm for point cloud data.

Undergraduate Software Developer at Togawa Lab

Apr 2022 - Aug 2022

- Constructed a map application using Android Studio with JavaScript, HTML, CSS and led four team members.
- Created an app suggests shortest route among multiple selected locations by utilizing Greedy and 2-opt algorithm.
- Implemented a search function for restaurants near suggested route and enhanced user interface by introducing two Leaflet plugins, making it easier for users to find current and selected locations.

Ecole Polytechnique Federale de Lausanne (EPFL)

Lausanne, Switzerland

Research Internship at Multimedia Signal Processing Group

Sep 2023 - Jul 2024

- Investigated impact of five learning-based image compression methods including future JPEG AI standard on image classification, object detection, and instance segmentation tasks.
- Presented superiority of JPEG AI for computer vision tasks; showed up to 65 percent better performance in BD-rate compared to other compression methods.
- Released a first-authored paper at *SPIE Applications of Digital Image Processing XLVII* in collaboration with professor Touradj Ebrahimi and two Ph.D. research team members.

NTT Corporation

Tokyo, Japan

Joint Research Assistant

Apr 2023 - Mar 2024

- Proposed auxiliary losses in training of Image Coding for Machines (ICM) models to assist encoder in acquiring high recognition performance for two computer vision tasks: object detection and semantic segmentation.
- Improved the BD-Rate by an average of 27 percent for detection and 20 percent for segmentation.
- Published a project paper at *IEEE ICIP 2024* as a joint research team of three researchers from NTT Software Innovation Center and three members from Waseda University.

PUBLICATIONS

Conference Papers (First Author)

- "On The Impact of Learning-based Image Compression on Computer Vision Tasks", SPIE Applications of Digital Image Processing XLVII, Aug. 2024. Oral Presentation.
- "Bounding Box Aware Edge-Cloud Collaborative Method for Multiple Object Detection", The 3rd 2024 IEEE World Conference on Applied Intelligence and Computing (IEEE AIC 2024), Jul. 2024. Oral Presentation.
- "Edge-Cloud Collaborative Object Detection Model with Feature Compression", The 8th IEEEJ International Conference on Image Electronics and Visual Computing (IEEEJ IEVC 2024), Mar. 2024. Poster Presentation.
- "A Video Object Detection Method of ECNet Based on Frame Difference and Grid Cell Confidence", The 12th IEEE Global Conference on Consumer Electronics (IEEE GCCE 2023), Oct. 2023. Oral Presentation.

Conference Papers (Others)

- "Neural Video Representation for Redundancy Reduction and Consistency Preservation", The 43rd IEEE International Conference on Consumer Electronics (IEEE ICCE 2025), Jan. 2025.
- "Improving Image Coding for Machines through Optimizing Encoder via Auxiliary Loss", IEEE International Conference on Image Processing (IEEE ICIP 2024), Oct. 2024.
- "Classification in Japanese Sign Language Based on Dynamic Facial Expressions", The 13th IEEE Global Conference on Consumer Electronics (IEEE GCCE 2024), Oct. 2024.
- "Image Coding for Machines with Objectness-based Feature Distillation", The 8th IEEEJ International Conference on Image Electronics and Visual Computing (IEEEJ IEVC 2024), Mar. 2024.
- "Introduction of Auxiliary Loss in Deep Image Compression for Image Recognition", The Institute of Electronics, Information and Communication Engineers General Conference (IEICE), Mar. 2024.

AWARDS

Heiwa Nakajima Scholarship: Awarded for my master's study at Columbia (\$52,000). 2024 - 2025

Waseda University Dean's Award: Received for achievement in coursework, ranked 3rd out of 180 students. 2024

Waseda University Department Award: Honored for research activities, top 3 out of 90 students. 2024

SKILLS

Languages: Python, JavaScript, CSS, HTML, C, Java, R, and MATLAB.

Frameworks and Application Tools: PyTorch, TensorFlow, OpenCV; Visual Studio and Android Studio.

ACADEMIC SERVICE

Educational Tutor 2022-2023

- Learning support for junior high school students at Junior High School at Otsuka, University of Tsukuba

Tutoring School Teacher 2021-2022

- Part-time work providing supplementary teaching to elementary, junior high, and high school students on the content of their school classes at TOMAS, Riso Kyoiku Group