

# Ryohei Fushimi

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## EDUCATION

### THE UNIVERSITY OF TOKYO MAS IN INTERDISCIPLINARY INFORMATION STUDIES

Expected Apr 2017 | Tokyo, Japan

Cum. GPA: 3.85

Majoring in Computer Science,  
especially in Human Computer Interface.

### BS IN COMPUTER SCIENCE

Graduated May 2015 | Tokyo, Japan

Conc. in Software Engineering  
Faculty of Engineering,  
Department of Information and  
Communication Engineering

Cum. GPA: 3.25 / 4.0

Major GPA: 3.60 / 4.0

## LINKS

Github:// [sidestepism](#)

Twitter:// [fushimir](#)

## COURSEWORK

### GRADUATE

Image Processing + Practicum

Web Engineering

Digital Circuit

Machine Learning

Ecological Psychology

### UNDERGRADUATE

Computer Vision

Language & Voice Signal Processing

Artificial Intelligence

Cognitive Psychology

Computer Science Practicum (*Research Asst.*  
& *Teaching Asst*)

## SKILLS

### PROGRAMMING

Production Experience:

JavaScript • iOS • PHP • C++

Over 5000 lines:

Ruby on Rails • Python • Matplotlib • C

Familiar:

Matplotlib • R (for data visualization)

TCP/IP • HTTP • WebSocket

### EMBEDDED SYSTEM

Production Experience:

ZigBee • Edison

Familiar:

Arduino • Verilog

## WORK EXPERIENCE

### MONOM IOS + UX ENGINEER, DESIGNER

Dec 2015 - Present | Tokyo, Japan

- Currently developing a wireless voice changer app and a device which breathes life into toys. It will be showcased in SXSW 2016 as a communication tool for children and their parents.
- In charge of technical research, software engineering and technical direction.
- Collaborative work with Naoki Ono, a professional product designer.

### NEUROWEAR SOFTWARE + UX ENGINEER

Sep 2014 - Oct 2015 | Tokyo, Japan

- Designed and developed a software on "mononome", an eye-shaped IoT device with Intel Edison processor.
- Also developed a server to accumulate activity logs and a protocol.

### UBIQUITOUS ENTERTAINMENT INC. SOFTWARE ENGINEER

Apr 2012 - Dec 2013 | Tokyo, Japan

- Developed **enchant.js**, a novel framework for developing games and applications in HTML5 (1,400 stars / 300 forks in GitHub). Over 3,000 games and applications have already been published using the framework.
- Designed a secure and flexible protocol and the backend of a multi-play game "Minna-to-Isshō" for PSVITA, which achieved 1M downloads and 10M new friend connections among PlayStation Network users all over the world.

### RECRUIT HOLDINGS INC. STATISTICS & DATA ANALYSIS INTERN

Aug 2014 - Sep 2014 | Tokyo, Japan

- Optimized recommendation system on "suumo", one of the largest real estate databases in Japan with a deep recurrent neural network.
- Increased recommendation accuracy by 10%. (the 2nd/6 in a final presentation)

## LEADERSHIP EXPERIENCE

### GAME DESIGN SCHOOL | FOUNDER

Apr 2014 - Present | Tokyo, Japan

- Organized workshop on making interactive games through designing games only with a sheet of paper and two dice.
- Led 5 teaching assistants and taught 100 children in total.

## RESEARCH

### CYBER INTERFACE LAB | GRADUATE RESEARCHER

Apr 2015 - Present | Tokyo, Japan

Currently working with **Ph.D. Takuji Narumi** on creating a system to modulate emotional experiences by modulating voice feedback while speaking.

### INTERACTIVE INTERFACE LAB | UNDERGRADUATE RESEARCHER

Apr 2015 - Present | Tokyo, Japan

Worked with **Ph.D. Shogo Fukushima** and **Prof. Takeshi Naemura** to create a tool to induce a natural and involuntary smile while taking a photo by sound effects.

Publication accepted in CHI 2015, one of top-tier conference in Human Computer Interaction Studies.

## AWARDS

2012	National	Best Network Product Award (enchant.js), CEDEC Award 2012
2012	National	Innovative Technologies (enchant.js), METI of Japan
2014	National	Accenture Award, JPHACKS 2014 Hackathon