Birth info.
28/09/1992
Nagasaki, Japan

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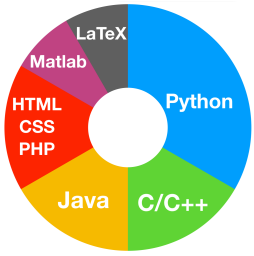
67663 Kaiserslautern,
Germany

Tel&email
+49 151 7137 7292
soshi0928@gmail.com

Programming



SoshiShimada

Experience

10/2017 - Now DFKI (German Research Center for Artificial Intelligence)

Machine Learning & Computer Vision Research Assistant

Project 1: Hdm-net: Monocular non-rigid 3d reconstruction with learned deformation model

Project 2: IsMo-GAN: Adversarial Learning for Non-Rigid 3D Reconstruction from a Single Monocular Image

Project 3: Neural network based gravitational non-rigid point set registration **(ongoing)**

My tasks:
- Proposing new methods collaborating with other researchers
- Algorithm design and evaluation
- Dataset generation (blender game engine)
- Implementation
- Paper writing

08/2017 - Now Mind Garage (laboratory of Deep Learning Projects at University of Kaiserslautern)

Research Member

Project 1: TST-Net: Text Style Transfer Using Recurrent Neural Networks

My tasks:
- Inventing new approach
- Algorithm design and evaluation
- Implementation
- Paper writing

4/2015 - 02/2017 NAGASE & CO., LTD.

Sales section in Electronic Materials Department

- New business development in China, Taiwan and Japan
- Conducted several marketing research projects

2/2014 - 01/2015 Aqugarage, Inc.

Internship Web Engineer

- Database Construction & Operation for Web Services
- Web Service Construction & Operation (http://rocklyric.jp/)
- Intracompany System Construction

Publications and Papers

2019 **IsMo-GAN: Adversarial Learning for Non-Rigid 3D Reconstruction from a Single Monocular Image**
S. Shimada, V. Golyanik, D. Stricker and C. Theobalt
(**Oral Presentation**) *In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR) Workshops 2019*
< Click for Paper Link>

2019 **TST-Net: Text Style Transfer Using Recurrent Neural Networks**
S. Shimada and M. Liwicki
< Click for Technical Report Link>

2018 **Hdm-net: Monocular non-rigid 3d reconstruction with learned deformation model.**
V. Golyanik, **S. Shimada**, K. Varanasi, and D. Stricker
In International Conference on Virtual Reality and Augmented Reality (pp. 51-72), 2018 (**Oral Presentation** at EuroVR 2018)
< Click for Paper Link>

Education

04/2017 - Now **University of Kaiserslautern** Erwin-Schrödinger-Straße 1, Kaiserslautern, Germany

- Current GPA: 1.5 (1.0 is the best)
- MS in Computer Science (Specialization: Intelligent System)

04/2011 - 03/2015 **Waseda University** 3-4-1 Ookubo, Shinjuku-ku, Tokyo, 169-8555, JAPAN

- GPA: not applicable
- BA Computer Science & Engineering

Qualification & Skills

- Deep Learning Libraries (Tensorflow, Pytorch, Keras)
- Blender game engine (for data set generation)
- Unity (for simple data set generation)
- Fundamental Information Technology Engineer

Award & Competition History

- Scholarship grant for a master study from German Academic Exchange Service (DAAD)
- Scholarship grant for an undergraduate study from Waseda University (Azusa Ono Memorial Scholarship)
- Competition: Deep learning application for Natural Language Processing in Berlin organized by Mindgarage (September 2017)
- Award for Excellence in Game Programming Competition at Waseda University (November 2013)

Relevant Coursework

- Applications of Artificial Intelligence
- Collaborative Intelligence
- Embedded Intelligence
- Multimedia Analysis and Data Mining
- Very Deep Learning
- 3D Computer Vision
- 2D Image Processing
- Complex Networks Analysis and Graph Theory
- Document and Content Analysis
- Visualization and Human Computer Interaction
- Machine Learning & Data Mining

Free time interest

fishing, gym exercise, traveling, ballroom dance, Raspberry Pi