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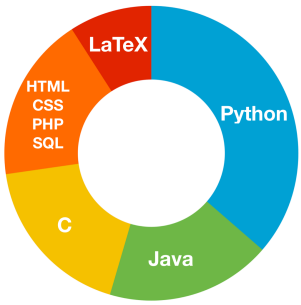
# SoshiShimada

## Programming




## OS

**MacOS** ★★★★★
**Linux** ★★★★☆
**Windows** ★★☆☆☆

## Languages

**Japanese** ★★★★★
**English** ★★★★☆
**German** ★☆☆☆☆

## Experience

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

*Machine Learning & Computer Vision Research Assistant*

Project 1: 3D reconstruction of a non-rigid object from 2D single image applying deep residual network

Project 2: Multimodal Adversarial learning for 3D reconstruction of a non-rigid object from 2D single image

Project 3: Virtual avatar creation applying Cycle Generative Adversarial Network

Project 4: High resolution 3D face mesh generation from face patches applying deep neural networks **(ongoing)**

Project 5: 3D stitching for human pose reconstruction from 2D RGB images applying UV maps **(ongoing)**

Project 6: Fast gravitational network model for point set registration **(ongoing)**

My tasks:
- Proposing new methods collaborating with other researchers
- Deep learning architecture design and evaluation
- Dataset generation (blender game engine)
- A whole implementation
- Paper writing

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

*Research Member*

Project 1: Multi Penalizing Adversarial Training for Text Style Transfer

Project 2: Human attractive feature analysis applying deep neural network

My tasks:
- Inventing new approach
- Deep learning architecture design and evaluation
- A whole 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 project

**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

2019 **IsMo-GAN: Adversarial Learning for Non-Rigid 3D Reconstruction from a Single Monocular Image**
**S. Shimada**, V. Golyanik, and D. Stricker
Under review by the *IEEE Winter Conference on Applications of Computer Vision* (*WACV*)*, 2019*

2018 **Hdm- net: Monocular non-rigid 3d reconstruction with learned de- formation model.**
V. Golyanik, **S. Shimada**, K. Varanasi, and D. Stricker
*In International Conference on EuroVR, 2018 (Oral Presentation)*

# Education

**04/2017 - Now** **University of Kaiserslautern** Erwin-Schr dinger-Stra e 1, Kaiserslautern, Germany

- Current GPA: 1.476 (First class in German Scale)
- MA in Computer Science (Specialization: Intelligent System)*

  * all lectures, examinations and projects were held in English

**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 simple 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) (2018/19)
- Competition: Deep learning application for Natural Language Processing in Berlin organized by Mindgarage (September 2017)
- Award for Excellence in Game Programing 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