

# TAKAHIRO ODA

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https://taka-oda.github.io/

## RESEARCH INTERESTS

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My research lies at combining of artificial intelligence and machine learning with social science and philosophy to create a combination that can be integrated into policy and business in order to design an unforeseen version of society. Especially I am interested in applying counterfactual policy evaluation and data-driven mechanism design to public issues, using human behavioral data obtained from interactive systems.

My work is situated at the intersection of computing, communities, and constructionism.

## EDUCATION

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### California Institute of Technology

Pasadena, CA

*Ph.D. Student in Computer Science.*

*expected from September 2022*

Research Field: Economics and Computation, Machine Learning, History

### Keio University

Tokyo, Japan

*Bachelor of Economics.*

*April 2018 – March 2022*

## EXPERIENCE

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### Squirrel AI Learning by Yixue Group

Shanghai, China

*Research Partner (under an outsourcing agreement)*

*April 2020 – November 2021*

Work on the research and practice of data-driven STEM education.

### Carnegie Mellon University

Pittsburgh, PA

*Research Experience for Undergraduates*

*February 2020 – November 2021*

Research on sourcing student open-ended solutions to create scalable learning opportunities under a supervision of Prof. Kenneth R. Koedinger.

### atama plus, Inc.

Tokyo, Japan

*Research and Development Intern*

*June 2019 – Present*

Work on development and implementation of AI-based educational applications.

## INVOLVED PROJECTS

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**Policy Garage** – is a Japanese NPO that accelerates independent projects for open innovation in public policies of Japanese local governments. A regular technical contributor and advisor since March 2021.

**Open Bandit Project** – is an open-source research project that aims to enable realistic and reproducible experiments on bandit algorithms and their off-policy evaluation. The project consists of a large-scale real-world dataset called Open Bandit Dataset and Python software called Open Bandit Pipeline. Awarded: **The Prime Minister's Award for Open Innovation** by the Japanese Government.

**LearnLab** – is originally funded by *the National Science Foundation*, and it leverages cognitive theory and computational modeling to identify the instructional conditions that lead to robust student learning. A regular contributor at *the Cognitive Factors Research Thrust* since 2020.

## PROFESSIONAL SERVICES

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### Conference Program Committee

ICLR 2022, WSDM 2022, NeurIPS 2021, AISTATS 2021, EC 2022.

## EXTRACURRICULAR ACTIVITIES

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### GEIL 2018~2019

*May 2018 – September 2019*

Organized Japan's largest *Policy Making Contest for college students*. Designed, arranged and facilitated discussions on issues such as health inequities, intercultural society, and Japan's nuclear waste problem.

**JENESYS 2019~2020**

*February 2020, March 2021*

A people-to-people exchange program between Japan and the Asia-Pacific region, sponsored by *the Ministry of Foreign Affairs of Japan*. Contributed from designing the discussion on foreign workers' problem to facilitating it at *Japan-ASEAN Student Conference 2019 and 2020*.

**LANGUAGES**

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Japanese(native), English(TOEFL iBT: 104)

**REFERENCES**

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Available upon Request.

Last Updated: January 24, 2022