Takuya Takahashi

Email: takahashi.t.cn@m.titech.ac.jp
GitHub: https://github.com/takuya-13068
Website: https://takuya-13068.github.io/portfolio/

Objective

I'm currently a 3-year Bachelor at Tokyo Institute of Technology, Department of Computer Science. My interests are in Human-Computer-Interaction (HCI), particularly with respect to novel interaction systems and devices that technologically assist people with disabilities. Outside of research, I am a Photographer and Game Developer.

Education

BACHELOR | 2020.04-PRESENT | TOKYO INSTITUTE OF TECHNOLOGY

· Major: Computer Science

Grants

· 2022.04 - 2023.03 | Public Trust Hisao Iwai Memorial Tokyo Scholarship Fund, ¥100,000/month
· 2022.07 | Keyence Foundation "Ganbare! Japanese University Student" Support Benefit, ¥300,000

Skills

Programming and relevant skill

· Python
· Arduino/MagicDAQ
· HTML5/CSS/JavaScript/Canvas
· OpenCV
· P5.js
· Machine Learning (Basic)
· Unity/C#

Development

· EasyM&D | 2022.12-2023.01 | Open-source software | Python, MagicDAQ
· QuickBuzz | 2023.10 | Prototyping | Arduino
· My Pictures | 2021.12 | 2D RPG Game | Canvas (HTML5), JavaScript
· Squares | 2021.08-2022.09 | 2D Action Game | Canvas (HTML5), JavaScript
· Yomeru-Kun | 2022.09 | Service | OpenCV.js
· AR Shooting Game | 2022.09 | AR Game | Unity, C#

Experience

Academic

· Research Internship | 2022.12 - 2023.01 | MAKinteract (Prof. Andrea Bianchi), KAIST

Industry

· Internship

- o   2022.09 | ColiSite
- Hackathon
  - o   2021.12 | traP Departmental Hackathon in Winter
  - o   2022.09 | Diji-con Hackathon

Language

- Japanese(native)
- English(business), TOEIC 765

(This CV was created on 02/18/2023)