Takuya Takahashi

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# 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
  + 2022.09 | ColiSite
* Hackathon
  + 2021.12 | traP Departmental Hackathon in Winter
  + 2022.09 | Diji-con Hackathon

# Language

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

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