

# Kentaro Wada

<https://wkentaro.com>

www.kentaro.wada@gmail.com • +44 7535-753123

Date of birth: 31 January 1994 • Nationality: Japan • Location: London, UK

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EDUCATION	<b>Imperial College London</b>	
	PhD in Computing Supervisor: Prof. Andrew J. Davison	2018 – 2022
	<b>The University of Tokyo</b>	
	MS in Information Science and Technology	2016 – 2018
	BE in Mechano-Informatics Supervisors: Prof. Masayuki Inaba, Prof. Kei Okada	2012 – 2016
WORK	<b>Corvus Robotics Inc.</b> , San Francisco	2020 – 2021
EXPERIENCE	Computer vision engineer for semantic segmentation (remote, part-time).	
	<b>Donuts Co. Ltd.</b> , Tokyo Web system engineer (part-time).	2013 – 2014
DISTINCTION	<i>Contributions to the Open Source Community on <a href="#">GitHub</a></i>	2015 - 2022
	Created popular software with 1-8k stars and 500-1000 daily traffics (e.g., <a href="#">Labelme</a> , <a href="#">Gdown</a> ).	
	<i>PhD President's Scholarship of Imperial College London</i>	2018 – 2022
	One of the fifty PhD students for the full funded scholarship*1.	
	<i>Two Patents on Object 6D Pose Estimation</i>	2021
	Invented methods for 3D object-level scene understanding using vision sensors*2, 3.	
	<i>IEEE Robotics and Automation Society Japan Joint Chapter Young Award at IROS 2018</i>	2018
PUBLICATIONS	One of the five Japanese students nominated with their conference papers*4.	
	<i>Lead the UTokyo Team at the Amazon Robotics Challenge</i>	2015 – 2017
	Won the 5th place out of 16 teams in 2016. Mainly worked on the vision part*5.	
PUBLICATIONS	▪ Kentaro Wada, Stephen James, and Andrew J. Davison, “ReorientBot: Learning Object Reorientation for Specific-Posed Placement”, IEEE International Conference on Robotics and Automation (ICRA), 2022. <a href="#">[Paper]</a> <a href="#">[Video]</a> <a href="#">[Webpage]</a>	
	▪ Kentaro Wada, Stephen James, and Andrew J. Davison, “SafePicking: Learning Safe Object Extraction via Object-Level Mapping”, IEEE International Conference on Robotics and Automation (ICRA), 2022. <a href="#">[Paper]</a> <a href="#">[Video]</a> <a href="#">[Webpage]</a>	
	▪ Kentaro Wada, Edgar Sucar, Stephen James, Daniel Lenton, and Andrew J. Davison, “MoreFusion: Multi-object Reasoning for 6D Pose Estimation from Volumetric Fusion”, IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2020. <a href="#">[Paper]</a> <a href="#">[Video]</a> <a href="#">[Webpage]</a>	
	▪ Kentaro Wada, Shingo Kitagawa, Kei Okada, and Masayuki Inaba, “Instance Segmentation of Visible and Occluded Regions for Finding and Picking Target from a Pile of Objects”, IEEE International Conference on Intelligent Robots and Systems (IROS), 2018. <a href="#">[Paper]</a> <a href="#">[Video]</a>	
		<a href="#">See more...</a>
KEY SKILLS	▪ <b>Coding and software development</b> with Python and C++ for deep learning, scene reconstruction, 2D/3D visualization, physics simulation, CLI tools, and GUI/Web applications.	
	▪ <b>SLAM for 3D semantic scene understanding</b> with expertise in object tracking, reconstruction, detection and pose estimation using onboard, moving vision sensors.	
	▪ <b>Real-time vision and robotic system building</b> for 3D scene understanding and motion generation with expertise in integration and design with asynchronous, distributed compute.	
INTERESTS	Deep Learning, 3D Computer Vision, Robotics	