YUSUKE TAKEUCHI

TECH CONSULTANT

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SUMMARY

Senior technology consultant at IBM. I'm especially interested in artificial intelligence, VR and AR. I have published two papers related to VR and AR. I also have experience in project management related to AI.

QUALIFICATIONS
-4 years' experience in web application development and IT architecture
-Leadership experience in several projects implementing web applications
-Fluent in both Japanese and English

EDUCATION

The University of Tokyo
Master of Engineering in Computer Science 2013
Master of Engineering in Master of Technology 2013
Thesis Title: Design of a 3D Interface using a Markerless Paper in Augmented Reality Environments

SKILLS

PROGRAMMING LANGUAGES: Ruby, Java, C, C#, C++, JavaScript, SQL, Python, R, Apex, MATLAB, Octave
WEB DEVELOPMENT: HTML5, CSS3, Visualforce, AJAX, JSON, jQuery, Force.com
TECHNOLOGIES & FLAMEWORKS: Ruby on Rails, Lightning, .NET, Oracle EBS, Salesforce
DATABASES & TOOLS: Git, Github, Bluemix, Heroku, PostgreSQL, MySQL, Kinect
APIS: Watson, Google Maps, Twilio, Flock OS, Google Cloud Vision API
CERTIFICATIONS: Salesforce Administrator, Salesforce Developer, Salesforce Cloud Consultant, Service Cloud Consultant, Salesforce Advanced Developer, Oracle EBS

PROJECTS

Spotted — Feb 2017 - Feb 2017
Spotted is a concept of a platform for renting out private parking spots to users. This is a week group project.
I made the whole concept, designed use cases and led the team. I also implemented ajax and back end.
The following technologies, tools and frameworks are used.
-Ruby on Rails
-Google Map API
-Twilio

Salesforce Chatter + Watson FAQ Application — Apr 2016 - Jun 2016
This is the very first Salesforce Chatter application combined with Watson API.
I created the application by myself presented to Salesforce sales managers. I actually got an opportunity implementing a similar application using Watson API from JXITS.
The following technologies, tools and frameworks are used.
-Force.com
-Watson API (NLC, RnR)
-Salesforce Chatter API

Interacting with 3D Model on Tabletop and Mobile Paper Projection — Apr 2012 - Mar 2013
This paper proposes a new tabletop interface that enables a user to visualize projected objects as if they existed on the tabletop surface. It uses head tracking, without the need for any specialized head-mounted hardware, displays, or markers. Nowadays, many interactive tabletop interfaces support interactions above the surface because this is more intuitive. In these 3D interactions, users should be able to gauge the size and height of the projected virtual objects. We evaluate our system quantitatively via a 3D interaction task, by comparing it with a standard tabletop system.

EMPLOYMENT

IBM, *Senior Consultant*, Tokyo — Apr 2013 - Current
-Implemented first solution which combines Salesforce platform and Watson API that improved clients' team communication
-Won new business by creating application and doing presentation, which resulted in $100,000 revenue increase
-Defined business requirements, designed architect and implemented applications in one of the largest (more than $13million project)
Salesforce application in Japan.
-Led a whole project ($100,000 project) which implements a web application using Watson API as project manager .
-Led several teams in designing architecture, implementing API and designing UI/UX.
-Collaborated with clients and engineers to implement web application globally.

PUBLISHMENT

Referred proceedings papers
[1] Yusuke Takeuchi, Masanori Sugimoto: **An Immersive Surface for 3D Interactions**, in: Proceedings of the 2012 ACM international conference on Interactive tabletops and surfaces, ACM, New York, p359-362, 2012

Referred proceedings papers
[2] Yusuke Takeuchi, Masanori Sugimoto: **Interacting with 3D Model on Tabletop and Mobile Paper Projection**, in: Collaboration Technologies and Social Computing, Springer Berlin Heidelberg, p111-118, 2014