

Kazki Otao

(address:) XXXX
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EDUCATION

Master of Science in Informatics

Apr. 2019 to Current (Expected End Date: Mar. 2021)

University of Tsukuba, Japan

Bachelor of Science in Media Sciences and Engineering

Apr. 2017 to Mar. 2019

University of Tsukuba, Japan

Digital Nature Group (Adviser: Prof. Yoichi Ochiai)

- Researching light field display and retinal projection display using dihedral corner reflector array.

Associate Degree in Computer Science and Electronic Engineering

Apr. 2012 to Mar. 2017

National Institute of Technology, Tokuyama College, Japan

Soft Computing Laboratory (Adviser: Prof. Takanori Koga)

- Researching a fog display for visualization of adaptive shape-changing flow.

COMPUTER SKILLS

Languages & Software:

C/C++, C#, Java, Python, Unity, Visual Basic, Javascript, HTML/CSS, Git, LaTeX,

Framework & Library:

Chainer

Graphics:

Photoshop, After Effects, Premiere Pro, AviUtl, Blender, Illustrator

PROFESSIONAL EXPERIENCE

Creator

at IPA (IT Promotion Agency), Japan.

July. 2019 to Current

- Development of Automatic telop generation for SNS using machine learning.
- Grant 2,304,000 Yen: 2019 Exploratory IT Human Resources Project (The MITOH Program).

Research Engineer

at Pixie Dust Technologies, Inc., Japan.

Sept. 2017 to Current

- Optical design and computer graphics processing of head-mounted display, light field display, and aerial display.

Software Engineer

at Unirobot Corporation, Japan.

Dec. 2016 to Aug. 2017

- Development of User interface for home robot "Unibo".

PUBLICATION Book

1. Recent Developments and Prospective Applications of Aerial Display. CMC Publishing Co.,Ltd., 2018, 267p. (Written contribution of Part III, Chapter 9)

International Conference with Peer Review - Oral Presentation

1. Kazuki Otao, Yuta Itoh, Kazuki Takazawa, Hiroyuki Osone, and Yoichi Ochiai. 2018. Air Mounted Eyepiece: Optical See-Through HMD Design with Aerial Optical Functions. In Proceedings of the 9th Augmented Human International Conference (AH 18). ACM.

2. Kazuki Otao, Yuta Itoh, Hiroyuki Osone, Kazuki Takazawa, Shunnosuke Kataoka, and Yoichi Ochiai. 2017. Light field blender: designing optics and rendering methods for see-through and aerial near-eye display. In SIGGRAPH Asia 2017 Technical Briefs (SA '17). ACM.

International Conference with Peer Review - Posters

1. Kazuki Otao and Takanori Koga. 2017. Mistflow: a fog display for visualization of adaptive shape-changing flow. In SIGGRAPH Asia 2017 Posters (SA '17). ACM.

2. Shinnosuke Ando, Kazuki Otao, Yoichi Ochiai. 2019. Glass-Beads Display: Evaluation for Aerial Graphics Rendered by Retro-Reflective Particles. In HCI International 2019 Posters (HCII 2019). Springer.

3. Yoichi Ochiai, Kazuki Otao, Yuta Itoh, Shouki Imai, Kazuki Takazawa, Hiroyuki Osone, Atsushi Mori, and Ippei Suzuki. 2018. Make your own Retinal Projector: Retinal Near-Eye Displays via Metamaterials. In SIGGRAPH 18 Posters (SIGGRAPH 18). ACM.

4. Shinnosuke Ando, Kazuki Otao, Kazuki Takazawa, Yusuke Tanemura, and Yoichi Ochiai. 2017. Aerial image on retroreflective particles. In SIGGRAPH Asia 2017 Posters (SA '17). ACM,.

International Conference with Peer Review - Demos

1. Kazuki Otao, Yuta Itoh, Kazuki Takazawa, Hiroyuki Osone, and Yoichi Ochiai. 2018. Transmissive Mirror Device based Near-Eye Displays with Wide Field of View. In SIGGRAPH 18 Emerging Technologies (SIGGRAPH 18). ACM.

2. Yoichi Ochiai, Kazuki Otao, Yuta Itoh, Shouki Imai, Kazuki Takazawa, Hiroyuki Osone, Atsushi Mori, and Ippei Suzuki. 2018. Make your own Retinal Projector: Retinal Near-Eye Displays via Metamaterials. In SIGGRAPH 18 Emerging Technologies (SIGGRAPH 18). ACM.

3. Takahito Aoto, Yuta Itoh, Kazuki Otao, Kazuki Takazawa, and Yoichi Ochiai. 2018. A design for optical cloaking display. In SIGGRAPH 19 Emerging Technologies (SIGGRAPH 19). ACM.

International Conference - Invited Talk

Takanori Koga and Kazuki Otao. 2018. An Interactive Fog Display to Express Adaptive Shape-Changing Flow. In the 25th International Display Workshops (IDW '18).