

RESUME – RYOHEI SUZUKI

PERSONAL INFORMATION

Ryohei Suzuki
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I have broad interest in science from the viewpoint of computing and physics. I studied computer science and human-computer interaction, especially creativity support systems, and published several papers in top-tier conferences such as CHI. I have been also working as a bioinformatician at TMDU and UTokyo, and have research experience in genomics, computational biochemistry and machine learning for cancer study. Currently I am studying statistical physics for unified understanding of quantum phenomena, information theory and machine learning.

EDUCATION

MSc in physics from the University of Tokyo (2018-2020, expectedly).
Thesis advisor: Naomichi Hatano
MSc thesis will be related to thermodynamics and quantum information theory.

BS in physics from the University of Tokyo (2016-2018).
Learned basics of physics and experienced research in experimental biophysics and machine learning for quantum many-body problems.

MSc in computer science from the University of Tokyo (2014-2016).
Thesis advisor: Takeo Igarashi
Thesis title: *3D Shape Reconstruction from a Single Picture Using Crowdsourced Sketching*.

BS in information science from the University of Tokyo (2010-2014).
Thesis advisor: Takeo Igarashi
Thesis title: *Annotone: Audio Watermarking in Recording Time for Audio/Video Editing Support*.

PROFESSIONAL EXPERIENCES

The University of Tokyo (Mar 2012 → Mar 2013, Jan 2019 → current)
Research Assistant in the department of pathology and hygiene

Preferred Networks, Inc. (Aug 2018 → current)
Internship and Part-time Engineer

Clear Code, Inc. (Mar 2018 → current)
Part-time Research Engineer working with Institute of Statistical Mathematics
(Joint research on discrete mathematics with Dr. Momoko Hayamizu)

Tokyo Medical and Dental University (Apr 2013 → Dec 2018)
Research Assistant in the department of genomic pathology

JST ERATO Igarashi Design UI Project (Sep 2011 → Mar 2013)
Research Assistant

pixiv, Inc. (Mar 2011 → Feb 2013)
Part-time Software Engineer

COMPUTER SKILLS **Programming languages**
Python, C++ (daily use), Ruby, Java, C#, Javascript (have some knowledge).

LANGUAGE SKILLS **Japanese** Native tongue.

English Intermediate. TOEIC score 935 (Sep 2014).

SELECTED
PUBLICATIONS **Preprint**

Suzuki, R., Koyama, M., Miyato, T., & Yonetsuji, T. (2018). **Collaging on Internal Representations: An Intuitive Approach for Semantic Transfiguration**. arXiv:1811.10153.

Journal papers

Wang, C. W., Lee, Y. C., Calista, E., Zhou, F., Zhu, H., Suzuki, R., ... & Cheng, S. P. (2017). **A Benchmark for Comparing Precision Medicine Methods in Thyroid Cancer Diagnosis using Tissue Microarrays**. *Bioinformatics*, btx838.

Katoh, H., Komura, D., Konishi, H., Suzuki, R., Yamamoto, A., Kakiuchi, M., ... & Oshima, T. (2017). **Immunogenetic Profiling for Gastric Cancers Identifies Sulfated Glycosaminoglycans as Major and Functional B Cell Antigens in Human Malignancies**. *Cell reports*, 20(5), 1073-1087.

Komura, D., Isagawa, T., Kishi, K., Suzuki, R., Sato, R., Tanaka, M., ... & Aburatani, H. (2016). **CASTIN: a system for comprehensive analysis of cancer-stromal interactome**. *BMC genomics*, 17(1), 899.

Refereed international conference papers

Suzuki, R., & Igarashi, T. (Jun. 2017). **Collaborative 3D Modeling by the Crowd**. *In Proc. GI 2017* (pp. 124-131).

Suzuki, R., Sakamoto, D., & Igarashi, T. (Apr. 2015). **Annotone: Record-time audio watermarking for context-aware video editing**. *In Proc. CHI 2015* (pp. 57-66). **Best Paper Honorable Mention Award**

Hashimoto, S., Suzuki, R., Kamiyama, Y., Inami, M., & Igarashi, T. (Apr. 2013). **LightCloth: senseable illuminating optical fiber cloth for creating interactive surfaces**. *In Proc. CHI 2013* (pp. 603-606).

- SELECTED PROJECTS **Sight (2015 –)** with Naoki Wake, Ryohei Fushimi, Yuri Munakata
Conceptual design, sound programming
An interdisciplinary research project for developing sensory substitution device.
URL: <http://thesight.jp/>
- iPS Master (2014)** with SCIEMENT, Inc.
iOS app development (game design, UI design, Unity programming)
An official educational app of CiRA (Center for iPS Cell Research and Application, Kyoto University).
URL: <http://www.cira.kyoto-u.ac.jp/e/faq/ips-master.html>
- Herbert Online Judge (2011)**
Development and maintenance
Online judgment system for a programming puzzle game called *Herbert*.
URL: <http://herbert.tealang.info/>
- SELECTED EXHIBITIONS **Sight (Aug. – Nov. 2017)**
at 21st Museum of Contemporary Art, Kanazawa
- SELECTED AWARDS **Yamashita Memorial Research Award**
for paper *Collaborative 3D Modeling by the Crowd*, from Information Processing Society Japan (IPSJ), 2018
- Best Research Presentation Award**
for paper *Collaborative 3D Modeling by the Crowd*, from IPSJ Special Interest Group on Computer Graphics and Visual Informatics, 2018
- Innovative Technology**
for project *Sight*, from Ministry of Economy, Trade and Industry, Japan, 2015
- Best Paper Honorable Mention Award**
for paper *AnnoTone: Record-time Audio Watermarking for Context-aware Video Editing*, CHI 2015
- Innovative Technology**
for project *LightClogh*, from Ministry of Economy, Trade and Industry, Japan, 2013
- Best Interactive Presentation Award**
for project *LightClogh*, IPSJ Interaction 2013
- Outstanding Student Award**
Senior High School at Komaba, University of Tsukuba, 2010
- SCHOLARSHIP & GRANTS **IPA MITOU | 2,400,000 JPY**
government-based fund for exploratory software development project *Sight*, 2015
- NS Solutions scholarship for excellence in studies | 1,800,000 JPY**
- Tuition exemption (Univ. Tokyo) | 2014, 2015, 2017, 2018**