

CURRICULUM VITAE – RYOHEI SUZUKI

PERSONAL INFORMATION

Ryohei Suzuki
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Throughout my life I have been broadly interested in science and computer technology. I was studying human-computer interaction, especially creativity support tools for consumer, and published several papers in top-tier conferences such as CHI. I have been also working as a bioinformatician at genomic pathology group in TMDU, and have research experience in genomics, computational biochemistry and machine learning for cancer study. Currently I am studying theoretical physics for my second MSc degree.

My hobbies are traveling, computer graphics drawing and media arts creation.

EDUCATION

Masters degree in physics from the University of Tokyo (2018-2020, expectedly).

Thesis advisor: Naomichi Hatano

My MSc research subject will be related to quantum thermodynamics.

Bachelor degree in physics from the University of Tokyo (2016-2018).

I learned the basics of physics for two years and experienced research in experimental (morphological dynamics of cell colonies) and theoretical (machine learning for quantum many-body problems) physics.

Masters degree 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*.

Bachelor degree 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

Tokyo Medical and Dental University (2013 April → current)

as a Research Assistant in the department of genomic pathology

The University of Tokyo (2012 March → 2013 March)

as a Research Assistant in the department of pathology

JST ERATO Igarashi Design UI Project (2011 September → 2013 March)

as a Research Assistant

pixiv, Inc. (2011 March → 2013 February)

as a part-time Software Engineer

COMPUTER SKILLS

Programming languages

Python, C++ (daily use), Ruby, Java, C#, Javascript, Haskell (have some knowledge).

LANGUAGE SKILLS

Japanese

Native tongue.

English

Intermediate.

PUBLICATIONS

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. (2017, June). **Collaborative 3D Modeling by the Crowd.** *In Proceedings of the 43rd Graphics Interface Conference (GI'17)* (pp. 124-131).

Suzuki, R., Sakamoto, D., & Igarashi, T. (2015, April). **Annotone: Record-time audio watermarking for context-aware video editing.** *In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI'15)* (pp. 57-66). **Best Paper Honorable Mention Award**

Hashimoto, S., Suzuki, R., Kamiyama, Y., Inami, M., & Igarashi, T. (2013, April). **LightCloth: senseable illuminating optical fiber cloth for creating interactive surfaces.** *In Proceedings of the 31st Annual ACM Conference on Human Factors in Computing Systems (CHI'13)* (pp. 603-606).

SELECTED PROJECTS	<p>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/</p> <p>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</p> <p>Herbert Online Judge (2011) development and maintenance Online judgement system for a programming puzzle game <i>Herbert</i>. URL: http://herbert.tealang.info/</p>
SELECTED EXHIBITIONS	<p>Sight (Aug. – Nov. 2017) at 21st Museum of Contemporary Art, Kanazawa</p> <p>Sight (Nov. – Dec. 2016) at TEPIA Advanced Technology Gallery, Tokyo</p>
AWARDS	<p>Innovative Technology for project <i>Sight</i>, from Ministry of Economy, Trade and Industry, Japan, 2015</p> <p>Best Paper Honorable Mention Award for paper <i>AnnoTone: Record-time Audio Watermarking for Context-aware Video Editing</i>, CHI 2015</p> <p>Innovative Technology for project <i>LightClogh</i>, from Ministry of Economy, Trade and Industry, Japan, 2013</p> <p>Outstanding Student Award Senior High School at Komaba, University of Tsukuba, 2010</p>
SCHOLARSHIP & GRANTS	<p>IPA MITOU 2,400,000 JPY government-based fund for exploratory software development project <i>Sight</i>, 2015</p> <p>NS Solutions scholarship for excellence in studies 1,800,000 JPY</p> <p>Tuition exemption (U-Tokyo) 2014(100%), 2015(75%), 2017(100%)</p>