

Eisuke Fujinawa

6-2-5 Minamishinagawa
Shinagawa, Tokyo 140-0004
(+81) 90-1618-5767

INTEREST Designing playful interaction for entertainment by using techniques from virtual / augmented reality to computer graphics / vision.

EDUCATION *Master of Art and Science*, Interdisciplinary Information Studies
The University of Tokyo, Tokyo, Japan, Apr. 2014 - Mar. 2017
Thesis: Computational Design of Hand-Held VR Controllers Using Haptic Shape Illusion
Advised by Prof. Michitaka Hirose

Exchange Study, Computer Science
ETH Zurich, Zurich, Switzerland, Feb. 2015 - Jan. 2016
Project Thesis: Computational Design of Spatial Mechanism
Advised by Dr. Bernhard Thomaszewski

Bachelor of Science, Mechano-informatics
The University of Tokyo, Tokyo, Japan, Apr. 2010 - Mar. 2014
Thesis: Induction of human behavior using Spatial Auditory AR
Advised by Prof. Michitaka Hirose

EXPERIENCE *R&D Engineer / UX Designer* Apr. 2017 - Present
System R&D Group, Sony Corporation, Tokyo

- Developed spatial AR gesture interactions and applications.

Software Engineer Mar. 2016 - Dec. 2016
Butaimeguri App, Sony Enterprise Inc., Tokyo

- Developed a travel assist application for iOS.

Project Worker Sep. 2015 - Jan. 2016
Material Group, Disney Research Zurich, Zurich

- Developed an optimization based design software for spatial mechanisms.

Research Internship Dec. 2014
Mitsubishi Heavy Industries, Ltd., Hyogo

- Developed camera-based autonomous control system on UAVs.

Research Assistant Sep. 2015 - Jan. 2016
Sony Computer Science Laboratories Inc., Tokyo

- Developed object recognition system, IoT device interface and UI for Android.

Software Engineer Feb. 2013 - Feb. 2014
MetaMoJi Corporation, Tokyo

- Developed a media viewer app for iOS.

PUBLICATION *Eisuke Fujinawa, Shigeo Yoshida, Yuki Koyama, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose. 2017. Computational Design of Hand-Held VR Controllers Using*

Haptic Shape Illusion. Proceeding VRST '17 Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology Article No. 28.

Eisuke Fujinawa, Ryohei Fushimi, Takuji Narumi, Tomohiro Tanikawa, Michitaka Hirose. 2017. *Vibrat-o-matic: producing vocal vibrato using EMS.* Proceedings of the 8th Augmented Human International Conference, 24.

Eisuke Fujinawa, Sho Sakurai, Masahiko Izumi, Takuji Narumi, Osamu Hoshuyama, Tomohiro Tanikawa and Michitaka Hirose. 2015. *Induction of Human Behavior by Presentation of Environmental Acoustics, HCI2015.*

EXHIBITION

Vibrat-o-matic, AH2017, Samsung Research America in Mountain View, US, Mar. 17, 2017.

Vibrat-o-matic, UIST2016 Student Innovation Contest, National Center of Sciences Building in Tokyo, Japan, Oct. 18, 2016.

Work Assist, Yasuhiro Suzuki Exhibition “Neighborhood Globe”, Art Tower Mito, Japan, 2014.

Puddle Sense, iii Exhibition 16, The university of Tokyo in Tokyo, Japan, Nov. 13-17, 2014.

Kotodama, iii Exhibition Extra 2014, The university of Tokyo in Tokyo, Japan, Jul. 4-7, 2014.

MOVE CUBE, ICFE 2013, Javits Center in NYC, US, May. 18 - 21, 2013.

LANGUAGES

Japanese : Naitive

English : Intermediate

AWARDS

Best Demo Award in UIST 2016 Student Innovation Contest (People’s choice, 1/26)

COMPUTER SKILLS

Programming Languages: C++, GLSL, Python, Swift, Java, Javascript, ...
Softwares / Libraries: OpenGL, OpenCV, Qt, Matlab, libigl, Unity, ...