

NAOYA IWAMOTO

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RESEARCH INTERESTS

Physically-Based Character Animation, Human Motion Analysis, Digital Fabrication

EDUCATION

2013.4-Present Ph.D In Physics and Applied Physics Waseda University, Shinjuku, Tokyo

2011.4-2013.3 Ms. In Physics and Applied Physics Waseda University, Shinjuku, Tokyo

2007.4-2011.3 Bc. Eng. In Applied Physics Waseda University, Shinjuku, Tokyo

PROFESSIONAL / WORK EXPERIENCE

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|----------------|--|
| 2016.3-Current | Huawei Technology Inc. Japan Research: Real-time Facial Animation using RGBD sensor |
| 2015.8-2016.1 | Academic Visitor at Northumbria University, UK (Supervisor: Dr. Hubert P. H. Shum) Research: Real-time hair & fur simulation for deformable body. |
| 2015.12-2015.3 | Project Leader of Frontier Makers by Ministry of Economy, Japan Project: 3D stained glass design project using 3D geometry processing & digital fabrication technology. |
| 2014.4-2014.10 | Academic Visitor at Northumbria University, UK (Supervisor: Dr. Hubert P. H. Shum) Research: Real-time dynamic character deformation. |
| 2013.4-2013.6 | (Internship) Software Engineer at N-DESIGN.Inc, Japan Develop: Particle simulation plugin for Maya. |
| 2012.12-2013.3 | (Internship) Researcher at RIKEN, Japan Develop: Data analysis system for hand movement. |

AWARD & SCHOLARSHIP

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| 2015 | Visiting support from Super Global University, Japan Research visiting to Northumbria Univ. for 4 months. |
| 2015 | Waseda University Application Contest, First Prize, Japan Proposal: New dance generation system using hand gestures. |
| 2014 | Frontier Makers by Ministry of Economy, Japan Proposal: New 3D geometry design software using digital fabrication |
| 2012 | Visual Computing Best Poster Award, Japan Research: Estimating fluid simulation parameter from video. |

PUBLICATION

Multi-layer Lattice Model for Real-Time Dynamic Character Animation

Naoya Iwamoto, Hubert P. H. Shum, Longzhi Yang and Shigeo Morishima

The 2015 Computer Graphics Forum (CGF) Proceedings of the 2015 Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2015), Beijing, 2015.10.07-09

Dance Motion Segmentation Method Based on Choreographic Primitives

Narumi Okada, **Naoya Iwamoto**, Tsukasa Fukusato and Shigeo Morishima

In Proceedings of the 10th International Conference on Computer Graphics Theory and Applications (GRAPP 2015), 47, Berlin, 2015.03.11-14. (Short Paper)

Material Parameter Editing System for Volumetric Simulation Models.

Naoya Iwamoto and Shigeo Morishima. 2014.

In Proceedings of the ACM SIGGRAPH (SIGGRAPH '14). (Poster)

Estimating Fluid Simulation Parameters from Video.

Naoya Iwamoto, Ryusuke Sagawa, Shoji Kunitomo, and Shigeo Morishima. 2011.

In Proceedings of the ACM SIGGRAPH (SIGGRAPH '11). (Poster)

ACADEMIC SERVICE

Reviewer Experience

Computer Animation and Virtual Worlds (2014)

LANGUAGES

Japanese: Mother tongue

English: Professional working proficiency

COMPUTER SKILLS

C++, C, Python, MEL, OpenGL, GLSL, OpenCV, openFrameworks, Qt, LaTeX

Development: Xcode, Visual Studio

REFERENCES

Shigeo Morishima (PhD advisor, 2013-Present)

Professor

Department of Physics and Applied Physics

Waseda Research Institute for Science and Engineering

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Hubert P.H. Shum (Research advisor, 2014-Present)

Senior Lecturer (Associate Professor)

Faculty of Engineering and Environment

Northumbria University

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