

Curriculum Vitae

December 1, 2017

Personal Information

Name: Makoto Nakajima
Sex: Male
Date of Birth: April 23, 1986
Nationality: Japan
E-mail: unycone@gmail.com

Education

2012.04 - 2015.03

Ph.D.'s course in department of computer science (completed without degree).
Supervised by Prof. Takeo Igarashi.
Graduate school of information science and technology. The University of Tokyo.

2010.04 - 2012.03

Master's course in department of computer science.
Supervised by Prof. Takeo Igarashi.
Graduate school of information science and technology. The University of Tokyo.

2005.04 - 2010.03

Bachelor's course in department of information science.
Faculty of science. The University of Tokyo.

2002.04 - 2005.03

Tsuruga Kehi high school.

Degree

2012. M.Sc. (Information Science and Technology). Grad. School of The Univ. Tokyo
2010. B.A. (Science). The Univ. Tokyo

Work Experience

2017.12 – present:

Freelance programmer (3d interactive graphics with music, and 2d image effects).

Part-time researcher in Igarashi CREST project, at The University of Tokyo.

Tokyo, Japan.

2017.05 – 2017.11: Oona, Inc.

Director. Engineer (server-side program of micro services using golang).

Tokyo, Japan.

2015.04 – 2017.04: Konami Digital Entertainment, Inc.

Game programmer (music rhythm games in arcade) in full time.

Tokyo and Kobe, Japan.

While at university, I have experienced several part-time jobs.

Development of AfterEffects plugins. (Live2D, Inc. 2014-2015)

Internship working on web-based music video mixing system (AIST. 2014)

Industry-University cooperation about digital motion comics with prototyping developments. (menue, Inc. and Shiftone, Inc. 2011-2014)

Government funded development of normal map generation plugin for Photoshop. (IPA Mitou Youth. 2010-2011)

Web-service development using Ruby on Rails (realglobe, Inc. 2008-2010)

Technical-support telephone operator (Asahi Net, Inc. 2007-2008)

Publication

International conference:

- Makoto Nakajima, Daisuke Sakamoto, and Takeo Igarashi. "Offline Painted Media for Digital Animation Authoring," in Proc. CHI '14, pp. 321-330, 2014.

Domestic journal:

- 中嶋 誠, 坂本 大介, 五十嵐 健夫. "アナログ画材を用いたアニメーションの作成を支援するシステム," 情報処理学会論文誌, 56-4, 2015.

Domestic conference (full paper):

- 中嶋 誠, 助川 正人, 黒岩 司, 五十嵐 健夫. “アナログ画材を用いたアニメーションの作成を支援するシステム,” VC/GCAD 合同シンポジウム 2013, GCAD 賞.
- 中嶋 誠, 高山 健志, 五十嵐 健夫. “衣服の輪郭線からの可展面制約を利用した表面法線推定,” VC/GCAD 合同シンポジウム 2011.

Domestic conference (poster):

- 中嶋 誠, 五十嵐 健夫. “音楽の構造情報を反映したミュージックビデオを簡単に制作・共有できる Web サービス,” WISS 2013.
- 中嶋 誠, 五十嵐 健夫. “モーションコミック製作のための統合絵コンテツール,” WISS 2012.