

# Ryo Suzuki

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DLC 170, University of Colorado Boulder, Boulder CO 80302

## EDUCATION

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**Ph.D student in Computer Science, University of Colorado Boulder** *August 2015 - Present*

**M.A in Economics, University of Tokyo** *March 2013*

GPA: 3.9, Top 5% (A+) in Machine Learning, Microeconomics, and Macroeconomics

**B.Eng in Engineering, Tokyo Institute of Technology** *March 2011*

GPA: 3.9

## RESEARCH EXPERIENCE

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**University of Colorado Boulder, HCI Group** *August 2015 - Present*

Tom Yeh, Daniel Leithinger, and Mark D. Gross

**University of Tokyo, JST ERATO Kawahara Project** *December 2017 - October 2018*

Yasuaki Kakehi and Yoshihiro Kawahara

**UC Berkeley, BiD Group** *May 2016 - August 2016*

Bjoern Hartmann

**Stanford University, HCI Group** *May 2015 - August 2015*

Michael S. Bernstein

**University of Tokyo, IIS-Lab** *September 2014 - May 2015*

Koji Yatani

**AIST, Media Interaction Group** *January 2015 - March 2015*

Jun Kato

## PUBLICATIONS

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**Ryo Suzuki**, Junichi Yamaoka, Daniel Leithinger, Tom Yeh Mark D. Gross, Yoshihiro Kawahara, Yasuaki Kakehi, “*Dynablock: Dynamic 3D Printing for Instant and Reconstructable Shape Formation.*”, Proceedings of the ACM Symposium on User Interface Software and Technology. ACM, 2018. (UIST’18 Poster, acceptance rate: 20%)

**Ryo Suzuki**, Koji Yatani, Mark D. Gross, Tom Yeh, “*Tabby: Explorable Design for 3D Printing Textures.*”, Proceedings of the Pacific Conference on Computer Graphics and Applications, 2018 (Pacific Graphics’18, acceptance rate: 26%)

**Ryo Suzuki**, Jun Kato, Mark D. Gross, Tom Yeh, “*Reactile: Programming Swarm User Interfaces through Direct Physical Manipulation.*”, Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2018. (CHI’18, acceptance rate: 25%)

Hyunjoo Oh, Tung D. Ta, **Ryo Suzuki**, Mark D. Gross, Yoshihiro Kawahara, Lining Yao, “*PEP (3D Printed Electronic Papercrafts): An Integrated Approach for 3D Sculpting Paper-based Electronic Devices.*”, Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2018. (CHI’18, acceptance rate: 25%)

**Ryo Suzuki**, Abigale Stangl, Mark D Gross, Tom Yeh, “*FluxMarker: Enhancing Tactile Graphics with Dynamic Tactile Markers.*”, Proceedings of the International ACM SIGACCESS Conference on Computers and Accessibility. ACM, 2017. (ASSETS’17, acceptance rate: 26%)

**Ryo Suzuki**, Gustavo Soares, Andrew Head, Elena Glassman, Ruan Reis, Melina Mongiovi, Loris D'Antoni, Bjoern Hartmann, “*TraceDiff: Debugging Unexpected Code Behavior Using Trace Divergences.*”, Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing. IEEE, 2017. (VL/HCC'17, acceptance rate: 29%)

Andrew Head, Elena Glassman, Gustavo Soares, **Ryo Suzuki**, Lucas Figueredo, Loris D'Antoni, Bjoern Hartmann, “*Writing Reusable Code Feedback at Scale with Mixed-Initiative Program Synthesis.*”, Proceedings of the ACM Conference on Learning at Scale. ACM, 2017. (L@S'17, acceptance rate: 22%)

Reudismam Rolim, Gustavo Soares, Loris D'Antoni, Oleksandr Polozov, Sumit Gulwani, Rohit Gheyi, **Ryo Suzuki**, Bjoern Hartmann, “*Learning Syntactic Program Transformations from Examples.*”, Proceedings of the International Conference on Software Engineering. IEEE, 2017. (ICSE'17, acceptance rate: 19%)

**Ryo Suzuki**, Niloufar Salehi, Michelle S. Lam, Juan C. Marroquin, Michael S. Bernstein, “*Atelier: Repurposing Expert Crowdsourcing Tasks as Micro-internships.*”, Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2016. (CHI'16, acceptance rate: 23%)

## POSTERS, DEMOS, AND WORKSHOP PAPERS

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**Ryo Suzuki**, Gustavo Soares, Elena Glassman, Andrew Head, Loris D'Antoni, Bjoern Hartmann, “*Exploring the Design Space of Automatically Synthesized Hints for Introductory Programming Assignments.*”, Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2017. (CHI'17 Late-Breaking Work)

Stanford Crowd Research Collective (For the full author list, please see the publication), “*Daemo: A Self-Governed Crowdsourcing Marketplace.*”, Proceedings of the Annual ACM Symposium on User Interface Software and Technology. ACM, 2015. (UIST'15 Poster)

**Ryo Suzuki**, “*Toward a Community Enhanced Programming Education.*”, Proceedings of the CHI Conference on Human Factors in Computing Systems. ACM, 2015. (CHI'15 Workshop)

**Ryo Suzuki**, “*Interactive and Collaborative Source Code Annotation.*”, Proceedings of the International Conference on Software Engineering. IEEE, 2015. (ICSE'15 Poster)

**Ryo Suzuki**, “*Network Thresholds and Multiple Equilibria in the Diffusion of Content-based Platforms.*”, Proceedings of the International Conference on Web and Internet Economics. Springer, 2014. (WINE'14 Poster)

## AWARDS AND HONORS

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<b>JST ACT-I Funding</b>	<i>October 2018</i>
<b>Leave a Nest Fellowship</b>	<i>October 2018</i>
<b>Nakajima Foundation Scholarship</b>	<i>November 2014</i>
<b>KAKENHI Grants-in-Aid for Scientific Research</b>	<i>April 2013</i>
<b>JSPS Research Fellow DC1</b>	<i>April 2013</i>
<b>JASSO Fellow (Total Exemption for Particularly Outstanding Students)</b>	<i>March 2013</i>
<b>Tohso Foundation Scholarship</b>	<i>April 2010</i>
<b>Business Model Competition Japan 2014 Microsoft Award</b>	<i>February 2014</i>
<b>Tech Crunch Disrupt Tokyo 2013 Finalist</b>	<i>November 2013</i>
<b>1st Prize Winner of University of Tokyo Entrepreneur Dojo</b>	<i>October 2012</i>

## TEACHING EXPERIENCE

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<b>Teaching Assistant at University of Colorado Boulder</b> Soft Robotics for Prof. Mark D. Gross	<i>January 2017 - May 2017</i>
<b>Teaching Assistant at University of Tokyo</b> Microeconomic Policy (Graduate) for Prof. Dan Sasaki	<i>October 2012 - February 2013</i>
<b>Teaching Assistant at International Christian University</b> Statistics (Undergraduate) for Prof. Takuya Kaneko	<i>October 2012 - February 2013</i>
<b>Teaching Assistant at University of Tokyo</b> Mathematics II (Graduate) for Prof. Kazuya Kamiya	<i>April 2012 - August 2012</i>
<b>Teaching Assistant at Tokyo Institute of Technology</b> Advanced Macroeconomics (Graduate) for Prof. Takumi Naito	<i>October 2010 - February 2011</i>

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## WORK EXPERIENCE

<b>CTO at Dada, Inc</b> Development of Samenos ( <a href="http://samenos.com">http://samenos.com</a> ), a platform for artists, creators, and designers.	<i>August 2012 - March 2014</i>
<b>Software Engineer at Howtelevision, Inc</b> Development of iOS application for Gaishishukatsu.com ( <a href="http://gaishishukatsu.com">http://gaishishukatsu.com</a> ).	<i>December 2011 - December 2012</i>
<b>Data Analyst at Manavee</b> Analysis of user data at Manvee ( <a href="http://manavee.com">http://manavee.com</a> ), a MOOC for high school students in Japan.	<i>January 2012 - March 2012</i>

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## TECHNICAL SKILLS

<b>Programming Languages</b>	Node.js/JavaScript, C/C++, Python, Ruby, Objective-C
<b>Development Framework</b>	OpenGL, WebGL, OpenCV, Tensorflow, React
<b>Tools</b>	OnShape, Solidworks, Adobe Illustrator, Adobe After Effects
<b>Electronics</b>	Altium Designer, Eagle