

Ryo Suzuki

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DLC 170, University of Colorado Boulder, Boulder CO 80302

EDUCATION

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

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

Advisor: Tom Yeh and Mark D. Gross

Keio University ERATO Project *December 2017 - Present*

Advisor: Yasuaki Kakehi and Yoshihiro Kawahara

UC Berkeley BiD Group *May 2016 - August 2016*

Advisor: Bjoern Hartmann

Stanford University HCI Group *May 2015 - August 2015*

Advisor: Michael S. Bernstein

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

Advisor: Koji Yatani

AIST Media Interaction Group *January 2015 - March 2015*

Advisor: Jun Kato

PUBLICATIONS

Ryo Suzuki, Koji Yatani, Mark D. Gross, Tom Yeh, “*Tabby: Explorable Design for 3D Printing Textures.*”, Proceedings of the ACM Conference on Designing Interactive Systems. ACM, 2018 (DIS’18, in submission)

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

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

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

TEACHING EXPERIENCE

Teaching Assistant at University of Colorado Boulder Soft Robotics for Prof. Mark D. Gross	<i>January 2017 - May 2017</i>
Teaching Assistant at University of Tokyo Microeconomic Policy (Graduate) for Prof. Dan Sasaki	<i>October 2012 - February 2013</i>

Teaching Assistant at International Christian University *October 2012 - February 2013*
Statistics (Undergraduate) for Prof. Takuya Kaneko

Teaching Assistant at University of Tokyo *April 2012 - August 2012*
Mathematics II (Graduate) for Prof. Kazuya Kamiya

Teaching Assistant at Tokyo Institute of Technology *October 2010 - February 2011*
Advanced Macroeconomics (Graduate) for Prof. Takumi Naito

WORK EXPERIENCE

CTO at Dada, Inc *August 2012 - March 2014*
Development of Samenos (<http://samenos.com>), a platform for artists, creators, and designers.

Software Engineer at Howtelevision, Inc *December 2011 - December 2012*
Development of iOS application for Gaishishukatsu.com (<http://gaishishukatsu.com>).

Data Analyst at Manavee *January 2012 - March 2012*
Analysis of user data at Manvee (<http://manavee.com>), a MOOC for high school students in Japan.

TECHNICAL SKILLS

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