JUN REKIMOTO, PH.D.

Professor

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EXPERIENCE

Professor Interfaculty Initiative in Information Studies, The University of Tokyo
📅 June 2008 – Present   📍 Tokyo Japan

Senior Researcher, Deputy Director, Fellow Sony Computer Science Laboratories
📅 April 1994 – Present   📍 Tokyo, Japan

Program Director Presto, Japan Science and Technology Agency
📅 April 2017 – Present   📍 Tokyo, Japan

Visiting Professor Tama Art University
📅 2009 – Present   📍 Tokyo, Japan

Visiting Professor The Open University Japan
📅 2012 – Present   📍 Tokyo, Japan

Co-Founder Koozyt
📅 July 2008 – Present   📍 Tokyo, Japan

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Judge Good Design Award
📅 2011 – 2015   📍 Japan

Visiting Scientist Graphics Lab, University of Alberta
📅 August 1992 – August 1993   📍 Edmonton, Canada

Researcher Software Engineering Lab, NEC
📅 April 1986 – March 1994   📍 Tokyo, Japan

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General Co-Chair ACM IUI 2018
General Co-Chair ACM UIST 2016
Technical Paper Co-Chair ACM CHI 2015
Technical Program Co-Chair Ubicomp 2005, 2013

DEGREES

Ph.D. Tokyo Institute of Technology
📅 March 1994   📍 Tokyo, Japan

M.S. Tokyo Institute of Technology
📅 March 1986   📍 Tokyo, Japan

RESEARCH AREA

Human Computer Interaction, Ubiquitous Computing, Augmented Reality, Telepresence, Human Augmentation, IoA (Internet of Abilities), Human-AI-Integration

HONORS & AWARDS

- ACM SIGCHI Academy (2007)
- ACM UIST Lasting Impact Award (2013, 2017)
- iF Communication Design Award (2005)
- Japan Institute of Invention Award (2018)
- Good Design Award (2004, 2009, 2016)
- JSSST Research Award (2012)
- Japan Inter-Design Award (2003)
- Zoom Japon "Les 50 qui font le Japon de demain" (2013)

PROJECTS

Canae: GUI Platform (1989-1992)
- A platform system for GUI (graphical user interface) applications. Used by >100 NEC development projects.

NaviCam (1994)
- The world-first handheld augmented reality system with marker recognition.

CyberCode (1996)
- The world-first AR (augmented reality) registration technique with visual markers.

FEEL (1996)
- Interaction design for intuitive wireless connection. Used in more than hundreds products, and becomes NFC forum standard.

SmartSkin (2001)
- Multi-touch systems.

PlaceEngine (2007)
- A cooudsource-based WiFi-based geolocation system.

HappinessCounter (2011)
- An IoT system with facial expresssion detection.

Squama (2013)
- A smart-window system with modular transparency control.

JackIn (2013-2018)
- A human–human connection system with 360-degree head-mounted camera.

SottoVoce (2019)
- A silent-voice system with ultrasonic imagind and deep neural networks

SKILLS

C++, Python, Keras, OpenCV ● ● ● ● ●
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