

# Takuya Takahashi

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GitHub: <https://github.com/takuya-13068>

Website: <https://takuya-13068.github.io/portfolio/>

## Objective

I'm currently a 4-year Bachelor at Tokyo Institute of Technology, Department of Computer Science advised by Prof. Hideki Koike. My interests are in Human-Computer-Interaction (HCI), particularly with respect to novel interaction systems and devices that technologically assist people with disabilities. Outside of research, I am a Photographer and Game Developer.

## Education

### BACHELOR | 2020.04-PRESENT | TOKYO INSTITUTE OF TECHNOLOGY

- Major: Computer Science

## Grants

- 2022.04 - 2023.03 | Public Trust Hisao Iwai Memorial Tokyo Scholarship Fund, ¥100,000/month
- 2022.07 | Keyence Foundation "Ganbare! Japanese University Student" Support Benefit, ¥300,000

## Skills

### Programming and relevant skill

- Python
- Arduino/MagicDAQ
- HTML5/CSS/JavaScript/Canvas
- OpenCV
- P5.js
- Machine Learning (Basic)
- Unity/C#

### Development

- EasyM&D | 2022.12-2023.01 | Open-source software | Python, MagicDAQ
- QuickBuzz | 2023.10 | Prototyping | Arduino
- My Pictures | 2021.12 | 2D RPG Game | Canvas (HTML5), JavaScript
- Squares | 2021.08-2022.09 | 2D Action Game | Canvas (HTML5), JavaScript
- Yomeru-Kun | 2022.09 | Service | OpenCV.js
- AR Shooting Game | 2022.09 | AR Game | Unity, C#

## Experience

### Academic

- Research Internship | 2022.12 - 2023.01 | MAKinteract (Prof. Andrea Bianchi), KAIST

### Industry

- Internship

- 2022.09 | ColiSite
- Hackathon
  - 2021.12 | traP Departmental Hackathon in Winter
  - 2022.09 | Diji-con Hackathon

## Language

- Japanese(native)
- English(business), TOEIC 765

(This CV was created on 04/01/2023)