Keisuke Kambara

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Summary

- Over 10 years of experience of developing novel software user interface, particularly Web applications.
- A deep interest in technology, design, and cognitive psychology in regard to human-computer interaction.
- A wide range of skills in application design and development including identifying issues, conceptualizing, interaction modeling, screen design, prototyping, and programming.
- Cultivated interpersonal skills for smooth and effective communication.
- Self motivated, quick learner, supportive, dedicated, innovative and challenging.

Work Experience

Research Fellow, Ochanomizu University

June 2008 - Present

- Invented a voice-based painting system "Onomatopen," in which the user can paint with various textured brushes by simply saying onomatopoeias such as zig-zag, dot, and twinkle.
- Invented a unique SNS client adopting an icon-style UI, "SocialFaceIcon". The user can check their friends' statuses by putting each friend as an icon on the desktop.
- Invented a video chat appliance for a daily living space, "SmoothCurtain," which allows users to protect their privacy by simply controlling a curtain-like slider device. Developed the system with two researchers and mainly played a role in the software development.
- Developed a web-based painting application "TwitPaint," which allows users to paint pictures and share them via Twitter. Images can be created by forking from other pictures.

Software Engineer and Service Creator, Hatena Co., Ltd.

February 2005 - October 2007

- Directed the development of a TV-like video streaming service, "Rimo," with which users can continuously watch a large number of videos on the web with minimal operations, just like watching TV. Played a leading role in launching the project, managing it, designing the UI, and developing the front-end. About 10 thousand daily unique users watched Rimo.
- Engaged in developing an RSS reader, "Hatena RSS," which has a unique UI like a TV program listing, and allows the user to view a lot of articles at a glance. Played a role in designing the UI, developing the front-end and managing the servers.
- Developed UIs for various web applications including a blog service, photo sharing site, and social bookmarking site.

Developer, IPA Exploratory Software Project (FY 2005, 2nd)

November 2005 - August 2006

- Invented a web-based drawing application, "Willustrator," for users to collaboratively draw illustrations and share them on the web.

Developer, IPA Exploratory Software Project (FY 2003)

June 2003 - February 2004

- Developed a music player for quickly and smoothly browsing music data.

Education

2012: Ph.D. in Media and Governance, Keio University, Japan

Focus: Human Computer Interaction (HCI) on the Web and Ubiquitous Computing
Dissertation: A Study on Fusing Interface – Novel Interaction Design Integrating PC, Web, and Ubicomp
Prof. Michiaki Yasumura

2006: Master of Media and Governance, Keio University, Japan

Major: HCI and the Web
Thesis: Development of a Cooperative Illustration System on the Web
Michiaki Yasumura Lab

2004: Bachelor of Environment and Information, Keio University, Japan

Major: HCI
Michiaki Yasumura Lab

Selected Publications

DrawerBrowser: Practical Picture Browser for Finding Items in Drawers

In Adjunct Proceedings of UbiComp 2011

Onomatopen: Painting Using Onomatopoeia

In Proceedings of the 9th International Conference on Entertainment Computing (ICEC 2010)

Awards

Super Creator Certification

Information Technology Promotion Agency, Japan (IPA), an incorporated administrative agency under the Ministry of Economy, Oct. 2006

SFC Award

Keio University Shonan Fujisawa Campus (SFC), Mar. 2004

Computer Skills

- **Languages:** JavaScript, CoffeeScript, ActionScript, Ruby, Python, Java, Delphi
- **Tools:** Ruby on Rails, Flash, Git, MySQL, MongoDB
- **Platforms:** UNIX (Linux), Windows, Android