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Summary

- VR/AR and user interface researcher for 3 years. Published 25 papers.
- Developed an indie game and sold 2,000 copies at the Comic Market.
- Developed 14 smartphone apps; over 1 million downloads.
- Programming skills: C, C++, C#, Objective-C, Swift, Java/OpenGL, OpenCV, DirectX

Work Experience

2014.4 - 2015.3 BearTail Inc., Tsukuba, Japan

Chief iOS Engineer

- Developed an iOS application, **Dr.Wallet** (cloud based personal financial management service).
- Conducted an iOS engineer team as a leader.

Education

- March 2018 (expected), M.S. in Computer Science, University of Tsukuba
- March 2016, B.S. in Media Sciences and Engineering, University of Tsukuba

President's Award (10 out of 2,500 graduates; 0.4%)

Awards

- VR Consortium Awards 2017 finalist, June 2017
- Laval Virtual Awards Interfaces & Multi-purpose equipment, March 2017
- Augumented Human, Best Paper Award, March 2017
- 20th Japan Media Arts Festival Jury Selections, March 2017
- SIGGRAPH 2016 Student Research Competition Semi-Finalist, August 2016

Certifications

- TOEIC score 820, April 2017
- IPA Applied Information Technology Engineer Examination, August 2011

Projects

1. Optical Marionette

Research



Optical Marionette is a graphical manipulation technique of human's walking direction. Using this technique, we can control user's walking path subconsciously like a remote control model car. Subconscious means for controlled person he cannot notice he is controlled. This research was presented in SIGGRAPH 2016 and UIST 2016. In SIGGRAPH, we manipulated more than 700 people, and we checked the feasibility of our method.

2. FistPointer

Research



FistPointer is a target selection technique using mid-air interaction behind a smartphone for mobile virtual reality (VR) environments. Our technique displays a pointer on the screen corresponding to the position of the hand, which is detected by the built-in back camera of the smartphone. The user can also select a target by folding the thumb. Our technique can be implemented using only a smartphone with a built-in back camera; therefore, it is easy to apply to target selection in mobile VR environments.

3. When they fry...

Game



When they fry... is a 3D action game for Windows platform. It sold 2,000 copies at Comic Market, which is a tremendous number. It is a 3D action RPG. The main character is captured and the objective is to escape by defeating the enemy. This game was made by HSP programming language (4,000 steps). I developed a lot of features: online ranking, automatic online system update, and file encryption.

4. Dr.Wallet -cloud based personal financial management service-

App



Dr.Wallet is a cloud based personal financial management service by BearTail Inc. I was the iOS team leader and participated from the planning stage to the deployment stage. I did programming, designing, and team managing. We developed this app from the back-end to the front-end using Swift and Objective-C (52,000 steps) from scratch. Now this service is used by over 3 million users.