# Yuki Kubo

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## RESEARCH FIELD & INTEREST

- Human Computer Interaction (HCI)
- Input Techniques, Interface
- Wearable Computing, Sensing

## EDUCATION

| | |
|---|---|
| **National Institute of Technology, Kagawa Collage** | **Kagawa, Japan** |
| *Associate Degree of Engineering* | *Apr 2008 – Mar 2013* |
| Department of Electro-Mechanical Systems Engineering | |
| **University of Tsukuba** | **Ibaraki, Japan** |
| *Bachelor of Science in Media Science and Engineering* | *Apr 2014 – Mar 2016* |
| College of Media Arts, Science and Technology, School of Informatics | |
| **University of Tsukuba** | **Ibaraki, Japan** |
| *Master of Engineering* | *Apr 2016 – Mar 2018* |
| Department of Computer Sciense, Graduate School of Systems and Information Engineering | |
| **University of Tsukuba** | **Ibaraki, Japan** |
| *Ph.D Student* | *Apr 2019 – Present* |
| Department of Computer Sciense, Graduate School of Systems and Information Engineering | |

## EXPERIENCE

| | |
|---|---|
| **KDDI Research Inc.,** | **Saitama, Japan** |
| *Internship* | *Oct 2016 – Mar 2016* |
| **ETH Zurich** | **Zurich, Switzerland** |
| *Visiting Student* | *Oct 2017 – Dec 2017* |
| AIT Lab, Department of Computer Science (Advisor: Prof. Dr. Otmar Hilliges) | |
| **Nippon Telegraph and Telephone Corporation** | **Kanagawa, Japan** |
| *Service Evolution Laboratories* | *Apr 2018 – Present* |

## PUBLICATIONS

**Journal**

*Exploring Context-Aware User Interfaces for Smartphone-Smartwatch Cross-Device Interaction* [J1]
**Yuki Kubo**, Ryosuke Takada, Buntarou Shizuki, Shin Takahashi, Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT), Volume 1, Issue 3, Article No. 69. pp.69:1-69:21, Sept. 2017. (presenting this work at UbiComp2017)

**Proceedings**

*B2B-Swipe: Swipe Gesture for Rectangular Smartwatches from a Bezel to a Bezel* [P1]
**Yuki** Kubo, Buntarou Shizuki, Jiro Tanaka. In Proceedings of the 34th SIGCHI Conference on Human Factors in Computing Systems (CHI'16), pp.3852-3856, May 2016. (Notes, acceptance rate: 23.4%)

*Effects of Holding Ring Attached to Mobile Devices on Pointing Accuracy* [P2]

Yuya Kawabata, Daisuke Komoriya, **Yuki Kubo**, Buntarou Shizuki, Jiro Tanaka. In Proceedings of 18th International Conference on Human-Computer Interaction (HCI International 2016), Part2, pp.309-319, July 2016.

*Bubble Clouds: 3D Form Display Composed of Soap Bubble Cluster*   *[P3]*

**Yuki Kubo**, Hirobumi Tomita, Shuta Nakamae, Takayuki Hoshi, Yoichi Ochiai. In Proceedings of the 16th International Conference on Entertainment Computing (ICEC'17), 10 pages, Sep. 2017.

*CanalSense: Face-Related Movement Recognition System based on Sensing Air Pressure*
in Ear Canals   *[P4]*

Toshiyuki Ando, **Yuki Kubo**, Buntarou Shizuki, Shin Takahashi. In Proceedings of the 30th International Conference on User Interface Software and Technology (UIST'17), pp. 679-689, Oct. 2017. (acceptance rate: 21.5%)

*AudioTouch: Minimally Invasive Sensing of Micro-Gestures via Active Bio-Acoustic Sensing*   *[P5]*

**Yuki Kubo**, Yuto Koguchi, Buntarou Shizuki, Shin Takahashi, Otmar Hilliges. In Proceeding of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '19), 13 pages, Oct. 2019. (to appear)

**Demo & Poster**

*Watch Commander: A Gesture-based Invocation System for Rectangular Smartwatches*
using B2B-Swipe   *[DP1]*

**Yuki Kubo**, Buntarou Shizuki, Jiro Tanaka. In Adjunct Proceedings of the 29th ACM Symposium on User Interface Software and Technology (UIST'16 Adjunct), pp.37-39, Oct. 2016. [Demonstration]

*Bubble Cloud: Projection of an Image onto a Bubble Cluster*   *[DP2]*

**Yuki Kubo**, Hirobumi Tomita, Shuta Nakamae, Takayuki Hoshi, Yoichi Ochiai. In Proceedings of the 13th International Conference on Advances in Computer Entertainment Technology (ACE'16 Creative Showcase), Article No.41, 4pages, Nov. 2016. [Demonstration]

*Context-Aware User Interface System for Smartphone-Smartwatch Cross-Device Interaction*   *[DP3]*

**Yuki Kubo**, Ryosuke Takada, Buntarou Shizuki, Shin Takahashi, In Proceedings of the 2017 International SIGCHI Conference on Asian CHI Symposium: Emerging HCI Research Collection, 8pages, May 2017. [Poster]

*SynCro: Context-Aware User Interface System for Smartphone-Smartwatch Cross-Device*
Interaction   *[DP4]*

**Yuki Kubo**, Ryosuke Takada, Buntarou Shizuki, Shin Takahashi, In Proceedings of the 35th International SIGCHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA'17), pp.1794-1801, May 2017. [Late-breaking Work (Poster)]

*User Identification Method based on Air Pressure in Ear Canals.*   *[DP5]*

Toshiyuki Ando, **Yuki Kubo**, Buntarou Shizuki, Shin Takahashi, In Proceedings of the 2018 International SIGCHI Conference on Asian CHI Symposium: Emerging HCI Research Collection, 6 pages, April 2018. [Poster]

*CanalSense+: Face-Related Movement Recognition and Identification System based on*
Air Pressure in Ear Canals   *[DP6]*

Toshiyuki Ando, **Yuki Kubo**, Buntarou Shizuki, Shin Takahashi, In Proceedings of the 36th International SIGCHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA'18). 1page. ACM, April 2018. [VideoShowcase]

*FabAuth: Printed Objects Identification Using Resonant Properties of Their Inner Structures*   *[DP7]*

**Yuki Kubo**, Kana Eguchi, Ryosuke Aoki, Shigekuni Kondo, Shozo Azuma, Takuya Indo, In Proceedings of Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA'19). Paper No. LBW2215. ACM, May 2019. [Late-breaking Work (Poster)]

As other publications, I presented 9 domestic publications.

## COMPUTER TECHNICAL SKILLS

- Programming Language – Java, C, C++, PHP, Ruby, Python
- Programming Environment: Processing, Arduino, Android Studio, Visual Studio
- Toolkit: OpenGL, OpenCV, AndroidSDK, WEKA

## LANGUAGE

- **English** [Intermediate]
- **Japanese** [fluent]

## AWARDS AND COMPETITIONS

**President Award** *2016*
- University of Tsukuba

**Outstanding Paper Award for Young C&C Researchers** *2017*
- NEC C&C Foundation

**Chair Award** *2017*
- Department of CS, Graduate School of SIE, University of Tsukuba

**Specially Selected Paper** *2017*
- Information Processing Society of Japan

**Chair Award** *2018*
- Department of CS, Graduate School of SIE, University of Tsukuba

**Local Awarad** *2018*
- Special Interest Groups on Human-Computer Interaction, Information Processing Society of Japan

**34th Telecommunications Advancement Foundation Award** *2019*
- The Telecommunications Advancement Foundation

## PROJECTS

**For detailed description of all my projects, refer the link below.**
⚲ http://yukikubo.net/index-e.html

**B2B-Swipe** *2015 – 2017*
- Novel swipe gesture for rectangular smartwatches

**BubbleCloud** *2016 – 2017*
- 3D Form Display Composed of Soap Bubble Cluster

**SynCro** *2016 – 2017*
- Context-Aware User Interfaces for Smartphone-Smartwatch Cross-Device Interaction

**CanalSense** *2017 – 2018*
- Face-Related Movement Recognition System based on Sensing Air Pressure in Ear Canals

**AudioTouch**                                                              *2017 – Ongoing*
○ Micro-gesture recognition system using active bio-acoustic sensing

## ACTIVITIES

**Student Volunteer**
*WISS2015 (domestic conference)*                                            *Dec 2015*
**Student Volunteer**
*UIST2016*                                                                  *Oct 2016*