

CURRICULUM VITAE

Masaki Hayashi

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QUALIFICATIONS:

An experienced engineering researcher who conducted a variety of research projects for 20 years, with successful management of Internet-related services for 5 years and experience in education as Associate Professor and Lecturer in Japan for total 5 years and as Universitetslektor in Sweden for 5 years.

Activities and qualifications include:

- Supervision and examination of undergraduate and postgraduate students.
Examination of doctoral students.
- Expertise in Computer graphics, Digital content creation technology, Image compositing system, Image processing, Digital signal processing, Web-based content creation and Internet technology.

WORK EXPERIENCE:

- Uppsala University, Faculty of Arts, Department of Game Design
Universitetslektor 2014 - Present
- Gotland University, Department of Game Design
Universitetslektor 2012 - 2014
- Astrodesign Inc., Tokyo, Japan *Technical Adviser* 2011 - Present
- Kyushu University, Kyushu, Japan *Guest Professor* 2011 - 2014
- Waseda University, Tokyo, Japan *Visiting Researcher* 2011 - 2013
- Tokyo Denki University, Tokyo, Japan *Visiting Researcher* 2011 - 2013
- Internet Research Institute Inc., Tokyo, Japan
Research Fellow 2008 - 2011
- Conducted business on T2V (Text-To-Vision)-related internet services as product manager

- Sega-Sammy Media Inc., Tokyo, Japan
Director 2006 - 2008
 - Developed a TV blog service and management as board member
- NHK (Japan Broadcasting Cooperation), Science and Technology Research
 Laboratories, Tokyo, Japan
Senior Researcher 1986 - 2006
 - Conducted research on TVML (TV program Making Language) and
 the next generation television system (1996-2006)
 - Conducted research on Virtual Studio (1986-1996)

EDUCATION & HONORS:

- Tokyo Institute of Technology, Tokyo, Japan
Doctor of Engineering in Information Science and Engineering 1999
 Thesis: "A Study on Next Generation Content Creation System"
- Tokyo Institute of Technology, Tokyo, Japan
Master in Information Science and Engineering 1983
- Tokyo Institute of Technology, Tokyo, Japan
Bachelor in Electronics Engineering 1981
- **Awarded**, "Development of TVML and TV4U", Ichimura Academic Award
 The New Technology Development Foundation 2009
- **Awarded**, "Development of Virtual Camera", The 50th Annual Award
 The Motion Picture and Television Engineering Society of Japan, Inc. 1997

ACADEMIC ACTIVITIES:

- Committee of SigraD 2016,
Program Chair 2016
- Committee of CyberWorlds 2015,
Program Chair 2015
- Committee of NICOGRAPH International 2014,
Program Co-Chair 2014
- The Society for Art and Science, *Councilor* 2009 - Present
- ITE (The Institute of Image Information and Television Engineering)
 Deep Kansei Technology Research Committee, *Member* 2007 - 2010
- IIEEJ (The Institute of Image Electronics Engineers of Japan)
Research Director 2004 - 2006
- ITE Journal Committee, *Chair* 2002 - 2003
- ITE Journal Committee, *Vise-Chair* 2001 - 2002
- ITE, Media Service and Content Research Committee, *Member* 2000 - 2003
- ITE Journal Committee, *Member* 2000 - 2001

- ITE Journal, *Referee* 1996 - 2000:
- ITE, Image Expression and Computer Graphics Research Committee, *Member* 1995 - Present

TEACHING EXPERIENCE:

- Uppsala University, Department of Game Design, Visby, Sweden
Universitetslektor 2012 – Present
- Aoyama Gakuin University, Tokyo, Japan
Part-time Lecturer 2011 - 2013
- Tokyo University, Tokyo, Japan
Part-time Lecturer 2008 - 2009
- Tokyo Institute of Technology, Tokyo, Japan
Part-time Lecturer 2008 - 2012
- Graduate School of Information Science and Engineering at Tokyo Institute of
Technology.
Guest Associate Professor 2000 - 2003

PUBLICATIONS:

Selection of journal papers (peer reviewed)

1. M. Hayashi, S. Bachelder, M. Nakajima: "Virtual Museum Equipped with Automatic Video Content Generator ", ITE Transactions on Media Technology and Applications, 4.1, pp.41-48 (2016)
2. M. Hayashi, S. Inoue, M. Douke, N. Hamaguchi, H. Kaneko, S. Bachelder, M. Nakajima: "T2V: New Technology of Converting Text to CG Animation", ITE Transactions on Media Technology and Applications, Vol.2, No.1, pp.74-82 (2014)
3. M. Hayashi: "Image Compositing Based on Virtual Cameras", IEEE Multimedia, Vol. 5, No.1, pp.36-48, (1998)
4. M. Hayashi, K. Enami, H. Noguchi, K. Fukui, N. Yagi, S. Inoue, M. Shibata, Y. Yamanouchi, Y. Itoh: "Desktop Virtual Studio System", IEEE Transactions on Broadcasting, Vol.42, No.3, pp.278-284, (1996)

Selection of conference papers (peer reviewed)

1. M. Hayashi, S. Bachelder, M. Nakajima: "Automatic Generation of Personal Virtual Museum", Proceedings of CyberWorlds2016, (2016)
2. M. Hayashi, S. Bachelder, M. Nakajima: "Automatic CG Talk Show Generation from the Internet Forum", Proceedings of SIGRAD2016, (2016)
3. M. Hayashi, Y. Shishikui, S. Bachelder, M. Nakajima: "An Attempt of Mimicking TV News Program with Full 3DCG – Aiming at the Text-Generated-TV System -", 11th International Symposium on Broadband Multimedia Systems and Broadcasting (BMSB2016), (2016)
4. M. Hayashi, S. Bachelder, M. Nakajima: "Open Framework Facilitating Automatic Generation of CG Animation from Web Site", Proceedings of CyberWorlds2015, (2015)
5. M. Hayashi, S. Bachelder, M. Nakajima: "A New Virtual Museum Equipped with Automatic Video Content Generator", Proceedings of CyberWorlds2014, (2014)
6. M. Hayashi, M. Nakajima and S. Bachelder, "Microtone Analysis of Blues Vocal: Can Hatsune-Miku sing the Blues?", Proceedings of NICOGRAPH International in Sweden, (2014)
7. M. Hayashi, M. Douke, N. Hamaguchi, "TV-like Presentation for Agent System", 13th IEEE International Workshop on Robot and Human Interactive Communication (RO-MAN 2004) (2004)
8. M. Hayashi: "Automatic TV Program Production with APEs", The Second International Conference on Creating, Connecting and Collaborating through Computing (2004)
9. M. Hayashi: "TV4U : Full Personalized TV", ISDB2002 (Information Systems and Databases), (2002)
10. M. Hayashi, M. Douke, K. Ariyasu, N. Hamaguchi: "TV Program Making Language - Benefits of Object-based Content-creation Method", IBC2001, (2001)

11. M.Hayashi, Y.Gakumazawa, Y.Yamanouchi: "Automatic Generation of Talk Show from Dialog using TVML", ICCV'99 Digital Convergence for Creative Divergence Vol.2 pp.325-332, (1999)
12. M. Hayashi, K. Fukui, Y. Itoh: "Image Compositing System Capable of Long-range Camera Movement", Proceedings of ACM Multimedia'96, pp.153-162, (1996)

Invited talk

1. M. Hayashi: "TVML(TV program Making Language) Make Your Own TV Programs on a PC!", International Conferences, Virtual Studios And Virtual Production,(2000)
2. M. Hayashi: "TVML (TV program Making Language) - Automatic TV Program Generation from Text-based Script -", Proceedings of Imagina'99, pp.119-133, (1999)

Complete list of my publications and other activities is available at the following Web page.
<http://hayashimasaki.net/profile/index-e.html>