

## Masaki Hayashi

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### Work Experience:

- Uppsala University, Faculty of Arts, Department of Game Design, *Universitetslektor (docent)* 2012 - Present
- Astrodesign Inc., Tokyo, *Technical Adviser* 2011 - Present
- Internet Research Institute Inc., Tokyo, *Research Fellow* 2008 - 2011
- Sega-Sammy Media Inc., Tokyo, *Director* 2006 - 2008
- NHK (Japan Broadcasting Cooperation), Science and Technology Research Laboratories, Tokyo, *Senior Researcher* 1986 - 2006

### Teaching Experience:

- Uppsala University, Department of Game Design, Visby, Sweden, *Universitetslektor* 2012 - Present
- Tokyo Institute of Technology, Tokyo, *Guest Associate Professor* 2000 - 2003

### Education:

- Uppsala University, Sweden, **Docent** in Faculty of Arts 2018
- Tokyo Institute of Technology, Tokyo, **Doctor of Engineering** 1999
- Tokyo Institute of Technology, Tokyo, **Master** in Information Science and Engineering 1983
- Tokyo Institute of Technology, Tokyo, Bachelor in Electronics Engineering 1981

### Publications:

Selection of recent journal papers

1. M. Hayashi, et al. "Automatic Generation of News Contents from Blog Posts." International Journal of Asia Digital Art and Design Association 25.1 (2021)
2. M. Hayashi, et al.: "Virtual Museum Equipped with Automatic Video Content Generator ", ITE Transactions on Media Technology and Applications, 4.1, pp.41-48 (2016)
3. M. Hayashi, et al.: "T2V: New Technology of Converting Text to CG Animation", ITE Transactions on Media Technology and Applications, Vol.2, No.1, pp.74-82 (2014)

### 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 an Associate Professor in Japan for 3 years and as Universitetslektor (docent) in Sweden for 9 years.

Expertise in Computer graphics, Digital content creation technology, Image compositing system, Image processing, Digital signal processing, Web-based content creation and Internet technology.