Revision date: 2018/April

MHD Yamen Saraiji

223-0062 Kanagawa - Yokohama - Kouhoku – Hiyoshi honcho 2-37 B-121

+81 080 3442 5775 • yamen@kmd.keio.ac.jp

http://myamens.com/ • Nationality/Birth Date: Syria/1988-Jan-15

"In the middle of every difficulty lies opportunity."

Graduated from the Department of Computer Science at Damascus University with a major in Artificial Intelligence back in 2010. Received my M.Sc and Ph.D. degrees in Media Design from Keio University in 2015 and 2018, respectively. My research, namely "Radical Bodies", expands on the topic of the machines as an extension of our bodies, and emphasizes the role of technologies and robotics in reshaping our innate abilities and cognitive capacities. My work, which is experience driven, has been demonstrated and awarded at various international conferences such as SIGGRAPH, Augmented Human, CHI, and ICAT.
The other part of me involves reading, photography, tinkering, and hiking.

Professional Experience

- **Keio University/Graduate School of Media Design** — **Japan**
  Project Senior Assistant Professor — *April 2018*

- **Samsung Research America** — **USA**
  Internship — *October 2016–February 2017*
  - Worked with Think Tank Team group
  - Research direction was in computer vision and augmented reality applications.
  - Developed a fully working demo for real-time Virtual Reality interaction in 360 scenarios.
  - Used tools related to Computer Vision, Deep learning (Tensorflow), and image rendering (Unity3D).

- **HUG Project** — **Japan**
  Development — *September 2015–December 2015*
  - Collaboration with Ducklings Japan, CREATIVE ORCA, and FOVE to create a platform to connect people across the distance using Telexistence technology.
  - In charge of software design and implementation.
  - Winner of Softbank Pepper App Challenge 2015

- **NEDO/Obayashi** — **Japan**
  Research & Development — *Sept 2014–March 2017*
  - Developing next generation teleoperated backhoes and rescue vehicles using Telexistence technology.
  - Was in charge of software design and implementation.

- **TEDxTokyo** — **Japan**
  Interaction Designer — *Jan 2014–May 2014*
  - Work with design team to create interactive visual installation during the event.
  - Developed both the installation and the software.

- **Syriatel** — **Syria**
  Software Engineer Consultant — *Sept 2011–Apr 2012*

- Worked for the top telecommunication company in Syria (SyriaTel) to develop a management software used by Ministry of Interiors.
- My role included the study of specifications and requirement by visiting the stakeholders and iterate over system development.

Education

Academic Qualifications

- **PhD Degree at Graduate School of Media Design** — **Japan**
  Keio University — *2015–2018*
- **Master Degree at Graduate School of Media Design** — **Japan**
  Keio University, GPA 3.98 — *2013–2015*
- **AI/CS Bachelor Degree at Faculty of Information Science** — **Syria**
  Damascus University — *2005–2010*

Projects & Thesis

- **Ph.D.:** *'Embodied-Driven Design: A Framework to Configure Body Representation & Mapping'*

  "Embodied-Driven Design" is an approach for designing embodied interactions with body augmentative medium. I highlight on the role of such design tools to alter body schema while maintaining transparent interaction using such augmentative tools.

- **Master:** *'Virtual Embodied Telexistence: Telecommunication using Sensory Feedback and Virtual Body Representation'*

  "Virtual Embodied Telexistence" is a system that combines low cost Telexistence system with virtually embodied human functions into it. Allowing the user to have an immersive visual feedback of the remote place while being aware of his body via visual representation of it. The entire software implementation was done by me, some of the hardware implementation was done in collaboration with other lab member.

- **Bachelor Degree:** *'Virtual Character Simulation : Physics-Based Locomotion Control, Movement Control and Behavior Simulation'*

  A collaborated project teamed with 2 students, and it was targeted for real-time behavior and locomotion simulation of AI agents. This project was evaluated as 95% - as the highest mark for a project that year.

Languages Proficiency

- **English:** Fluent
- **Japanese:** Business working proficiency
- **Arabic:** Native

Teaching & Academic Experience

- Teacher Assistant for Embodied-Interaction course at Keio Media Design in 2015.
- Teacher Assistant for Computer Graphics hands-on course at Damascus University in 2011.
- Worked for Syrian Computer Society (SCS) as a Teacher of "Introductory to Programming & Algorithms" in 2011.

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Awards

- **Entertainment Division/New Face Award** — **Japan**
  21th Japan Media Arts Festival — *June 2018*
  Received new face award for project titled "MetaLimbs"
  http://festival.j-mediaarts.jp/en/works/entertainment/metalimbs/
- **Grand Award/The Minister of MIC Award** — **Japan**
  Asia Digital Art Award — *Feb 2018*
  Received the grand award for project titled "MetaLimbs"
  https://adaa.jp/en/winners/winners2017.html/
- **Best in Show** — **USA**
  SIGGRAPH 2017 Emerging Technologies — *July 2017*
  Received the best in show award for project titled "MetaLimbs" at SIGGRAPH 2017
  Reference: http://s2017.siggraph.org/content/emerging-technologies
- **Gold Prize** — **USA**
  ACM's Student Research Competition — *July 2016*
  Received the first prize for ACM's Student Research Competition at SIGGRAPH 2016
  Reference: http://s2016.siggraph.org/acm-student-research-competition
- **Best Demo Award & Best Care Welfare Application** — **Japan**
  Pepper App Challenge — *November 2015*
  Received two awards at Softbank's Pepper App Challenge 2015 Winter for project titles "HUG Project" (http://hugproject.net/)
  Reference: http://www.softbank.jp/robot/special/app-challenge/pac/
- **Best Demo Award & Honorable mention** — **Japan**
  ICAT-EGVE 2015 — *November 2015*
  Received two awards at the 25th International Conference on Artificial Reality and Telexistence (ICAT 2015) and the 20th Eurographics Symposium on Virtual Environments (EGVE 2015)
  Reference: http://www.ic-at.org/2015/#program
- **Top three Finalists** — **Japan**
  Microsoft Design Challenge — *November 2015*
  Received the 2nd place prize in Microsoft Design Challenge (Hacking Mars) for the concept video: NOVA Cards: Emotion Transmitting Photos.
  Reference: https://microsoft.promo.eprize.com/hackingmars/
- **Dean's list** — **Japan**
  Keio Media Design — *March 2015*
  Honoured as being selected in the dean's list for my master's degree.
  Reference: http://www.kmd.keio.ac.jp/en/experience/deans-list.html.
- **Best Demo Award** — **Singapore**
  Augmented Human 2015 — *March 2015*
  Received Best Demo award at the International Conference of Augmented Human 2015
  Reference: http://goo.gl/QMY7LR.
- **MEXT Scholarship** — **Japan**
  Selective Scholarship — *April 2012–April 2018*
  Fully paid scholarship for Research, Master degree and PhD degree at a Japanese University.

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Volunteer Activities

- **ACM TEI'17** — **Japan**
  Student Volunteers Chair — *March/2017*
  Was in charge of Student Volunteers during 11th International Conference on Tangible, Embedded and Embodied Interactions (TEI) in Japan. I handled the logistics, management, and operations of the SV team during the conference.

- **SIGGRAPH Asia** — **Hong Kong/Japan/Macao**
  Student Volunteer — *2013/2015/2016*
  Beside my love to academic publication, I am also interested in contributing to conferences I like in different ways. I Joined SIGGRAPH Asia as a student volunteer and team leader to assist in running the conference activities. Most of the organizational activities are assigned to the volunteers, and working schedule was almost full, though I really enjoyed it. The general atmosphere is mixed with multi-national students from all different ethnicities.

- **TEDxTokyo** — **Japan**
  Designers Team — *Jan–May 2014*
  Worked with professional visual designers over 3 months project period to successfully implement an interactive visualization during the event.

- **LbE Japan** — **Japan**
  Student Mentor — *Aug 2012–Mar 2013*
  Participated in several workshops as a student mentor for high school students. The goal of this program is to introduce the student to the international communication and global awareness. The program also aimed to help the students to improve their English language communication.

References

Available upon request.

Publications

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MHD Yamen Saraiji, Charith Lasantha Fernando, Kouta Minamizawa, and Susumu Tachi. Development of mutual telexistence system using virtual projection of operator's egocentric body images. In *ICAT-EGVE 2015*. EGVE, 2015.

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Lichao Shen, Mhd Yamen Saraji, Kai Kunze, and Kouta Minamizawa. Unconstrained neck: Omnidirectional observation from an extra robotic neck. In *Proceedings of the 9th Augmented Human International Conference*, page 38. ACM, 2018.