

REIYA ITATANI

(+34) 603428497◇ reiya.itatani@upc.edu

EDUCATION

Osaka University

Apr. 2017 - Mar. 2021

BS in Engineering Science, Department of System Science

GPA: 3.1

- Dissertation:

Evaluation of the Sense of Agency in Semi-Autonomous Avatars with Altered Voice

- Supervisor: Hiroshi Ishiguro

Investigated the impact of voice alteration on the operator's sense of agency while using semi-autonomous avatars in telecommunication.

Osaka University

Apr. 2021 - Mar. 2023

MS in Engineering Science, Intelligent Robotics Laboratory

GPA: 3.62

- Dissertation:

Evaluation of the Sense of Agency in Semi-Autonomous Avatars

- Supervisor: Hiroshi Ishiguro

Explored the impact of autonomous functions on the operator's sense of agency in semi-autonomous avatars, aiming to prevent agency loss.

Universitat Politècnica de Catalunya

Jun. 2023 - Present

PhD in Computer Science, ViRVIG

- Dissertation:

Crowd Simulation in Virtual Environments

- Supervisor: Nuria Pelechano

Universitat de Barcelona

Oct. 2021 - Sep. 2022

Research Exchange, EventLab

- Supervisor: Mel Slater

Conducted research on virtual reality and presence under the supervision of Mel Slater.

EXPERIENCE

Engineer Intern, Floorvr Inc.

Jun. 2020 - Sep. 2021

Fixed VR apps using Unity.

Created 360-degree videos using Mistika VR, Autopano, and Adobe.

Engineer Intern, Rist Inc.

Apr. 2020 - Apr. 2021

Performed annotation work for AI training data.

Front-end Engineer Intern, StarForm Inc.

Aug. 2019 - Dec. 2019

Developed an EC shop, creating all web pages.

Registered a website, leading to approximately a 10% increase in web traffic.

Research Assistant, EventLab, Universitat de Barcelona

Jun. 2023 - Present

Developed XR applications for research purposes, supporting experimental studies in virtual reality.

Initially contributed as a volunteer (Jun. 2023 - Sep. 2024) before being officially hired.

PUBLICATIONS

1. Shintaro Fukumoto, Seiya Mitsuno, Kazuki Nakayama, **Reiya Itatani**, Genki Jogan, Hamed Mahzoon, "*Investigating the Effects of Synchronized Visuo-Tactile Stimuli for Inducing Kinesthetic Illusion in Observational Learning of Whole-Body Movements.*" **SIGGRAPH Asia 2022 Posters**, pp. 1-2, Daegu, South Korea, Dec. 2022.
2. Mel Slater, **Reiya Itatani**, "*VR Research: Past, Present, and Future Perspectives.*" **Journal of Artificial Intelligence**, Vol. 38, No. 4, pp. 449-453, 2023.
3. **Reiya Itatani**, Nuria Pelechano, "*Social Crowd Simulation: Improving Realism with Social Rules and Gaze Behavior.*" **Proceedings of the 17th ACM SIGGRAPH Conference on Motion, Interaction, and Games (MIG '24)**, Article No. 3, Arlington, VA, USA, Nov. 2024.

ACTIVITIES

Short-term Study Abroad, Dalian University of Technology

Participated in a two-week study abroad program in China.

Organizer, CDLE_Youth

Organizing CDLE_Youth, a student group officially recognized by the Japan Deep Learning Association.

SKILLS

Programming Languages and Frameworks

- C# (Unity): 3-4 years
- JavaScript (Three.js): 1-2 years
- HTML, CSS, SCSS: 1-2 years
- Python (AI & Machine Learning): 1 year
- Unreal Engine, Blender: 1 year

XR & Media Production

- VR/AR/MR Development: 3-4 years
- 360° Video Production: 1 year
- 360° CG Video Production: 1 year
- 2D Video Editing: 6 months

AWARDS AND SCHOLARSHIPS

TOBITATE Scholarship

Japan's Ministry of Education, Culture, Sports, Science, and Technology

Sep. 2021 - Sep. 2022

Awarded a competitive scholarship for international research and study.

Marie Curie Research Fellowship

European Commission

Jun. 2023 - Aug. 2024

Funded under the Marie Skłodowska-Curie Actions (MSCA) for interdisciplinary research.

Innovator's Squad 2020_i-Squad ZERO

Osaka University

Sep. 2020 - Mar. 2021

Selected for Osaka University's innovation and entrepreneurship program.

Humanware Innovation Doctoral Program

Osaka University

Apr. 2021 - Mar. 2023

Accepted into an interdisciplinary research program in human-centered technology.